

This is a version of the classic arcade game — turned on its side! The player attempts to knock out as many multi-coloured bricks from a wall on the opposite side of the screen.

The author reckons his version of Breakout is easier to play as you get more time to position the bat in time to hit the oncoming ball.

This version also includes a Hall of Fame feature which can hold up to five top scores. This is displayed at the end of each game. The last competitor's score is also displayed — so you know just what to beat when you are playing against friends.

When the game starts each player gets five balls — these are lost if they get behind the players' bat. The numbers below the row of bricks correspond to the score value of each brick. Each time all the bricks are knocked out the wall rebuilds itself and you get another crack at it — increasing your score.

The program is divided into three main parts. One to set up the screen, another to play the game and the third to update the Hall of Fame.

Part one sets up all the functions needed.

FN a(x): is used when doing fancy scoring, ie 006, 056 etc.
FN b(x): returns 1 if x is even. Used to see which part of a brick was hit.

FN c(x): returns 1 if x is odd.

Part one also sets up the Hall of Fame and calls subroutine to set up the user-defined graphics.

Part two allows you to move your bat and moves the ball according to the x-y directions in xm and ym. The variable xm changes when the ball hits the top or bottom of the screen and ym changes when the ball hits a brick, your bat, or the vertical wall on the right.

Part three tells the player if he or she is in the Hall of Fame and if so, asks the player for a name and stores it along with the score. It also asks if the player wants another game and if so jumps back to line 40.

```
N a(sc),sc: PRINT AT bx,bx, PAPER
R 6; INK 6;"",AT bx+(FN b(bx)),by;"",LET ym=-ym;
(FN c(bx)),by;"",LET ym=-ym;
I F sc/168=INT (sc/168) THEN PRINT
AT ox,oy; PAPER 6; INK 6;"",F
OR a=1 TO 3: FOR b=1 TO 40 STEP
S: BEEP .01,b: NEXT b: NEXT a: G
O TO 120
225 PRINT AT ox,oy; PAPER 6; IN
K 6,""
300 GO TO 150
K 6,""
1005 LET last=sc
1010 LET ball=ball+1
1020 IF ball>6 THEN GO TO 140
1025 DIM a$(25)
1030 LET a$="Game Over . Press a
ny key"
1035 PAPER 4: INK 0
1040 FOR a=1 TO LEN a$:
1050 PRINT AT 20,2+a;a$:(a): BEEP
.05,FN b(a)*10: NEXT a
1060 IF INKEY$="" THEN GO TO 106
1070 BORDER 2: PAPER 2: INK 7: C
LS
1080 PAPER 4: INK 0
1090 FOR a=8 TO 5 STEP -1
1100 DIM a$(10+((8-a)*2))
1110 PRINT AT 10-a,a+2;a$
1120 NEXT a
1130 FOR a=6 TO 13: PRINT AT a,7
a$: NEXT a
1140 PRINT AT 2,13;"HALL"
1150 PRINT AT 5,14;"OF"
1160 PRINT AT 4,11;"* FAME ?"
1165 GO TO 1209
1170 FOR a=1 TO 5
1180 PRINT AT a+5,8;"000 ";h$(a)
1190 FOR a=1 TO 5: PRINT AT a+5,
11-FN a(h(a));h(a): NEXT a
1195 RETURN
1200 LET last=sc
1209 GO SUB 1170
1210 FOR a=1 TO 5
1220 IF sc>h(a) THEN GO TO 1400
1230 POKE 23658,8: PRINT AT 12,6
:"You equal " AND (sc=h(a));a;"st" AND
have " AND (sc>h(a));a;"nd" AND
(a=1);"nd" AND (a=2);"rd" AND
(a=3);"th" AND (a>3): INPUT "Ente
r your name":x$: GO TO 2000
1400 NEXT a: PRINT AT 12,8;"Hard
LUCK": GO TO 2800
2000 FOR b=5 TO a+1 STEP -1
2010 LET h(b)=h(b-1)
2020 LET h$(b)=h$(b-1)
2030 NEXT b
2040 LET h(a)=sc: LET h$(a)=x$
2050 GO SUB 1170
2060 PRINT PAPER 2;AT 15,8;"PRES
S:","AT 16,9;"PLAY AGAIN";AT
17,9;"QUIT GAME"
2065 POKE 23658,0
2070 LET x$=INKEY$
2080 IF x$="q" THEN BORDER 7: PA
PER 7: INK 0: CLS : GO TO 9999
2090 IF x$="p" THEN BORDER 5: PA
PER 7: INK 0: OVER 0: CLS : GO T
O 40
2099 GO TO 2810
2100 REM Poke in UDG's
2100 FOR a=0 TO 7: READ b: POKE
USR "A"+a,b: NEXT a: POKE USR "B"
"255: POKE USR "C"+7,255: FOR a,
USR "B"+1 TO USR "C"+6: POKE a,
2129: NEXT a: POKE USR "D"+6: POK
E a: POKE USR "E"+6: POK
E a,1: NEXT a: POKE USR "E"+7,25
215: RETURN
9020 DATA 0,BIN 00111100,BIN 011
9030 DATA 0,BIN 0111110,BIN 0111110,
9040 DATA 0,BIN 00111100,0,0
9999 STOP
```

Illustration: Dorian Cross

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The Atari 800XL is unlikely to be available before Christmas, but is in any case no different from the 600 XL except all 64K RAM is built inside box.

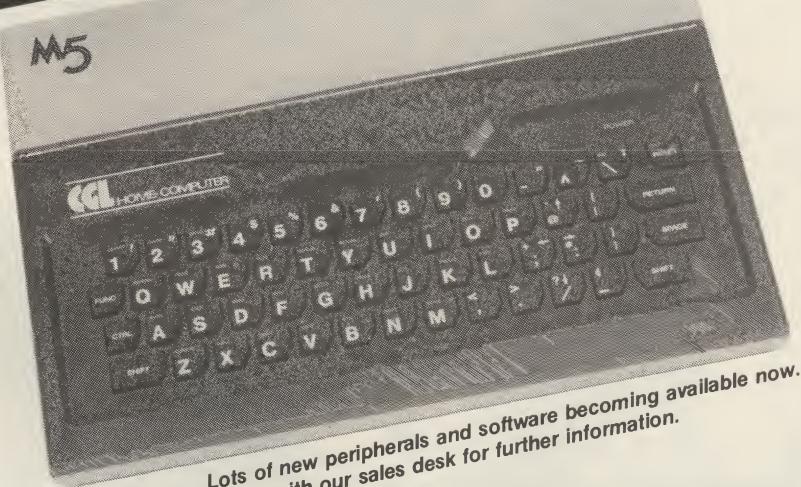
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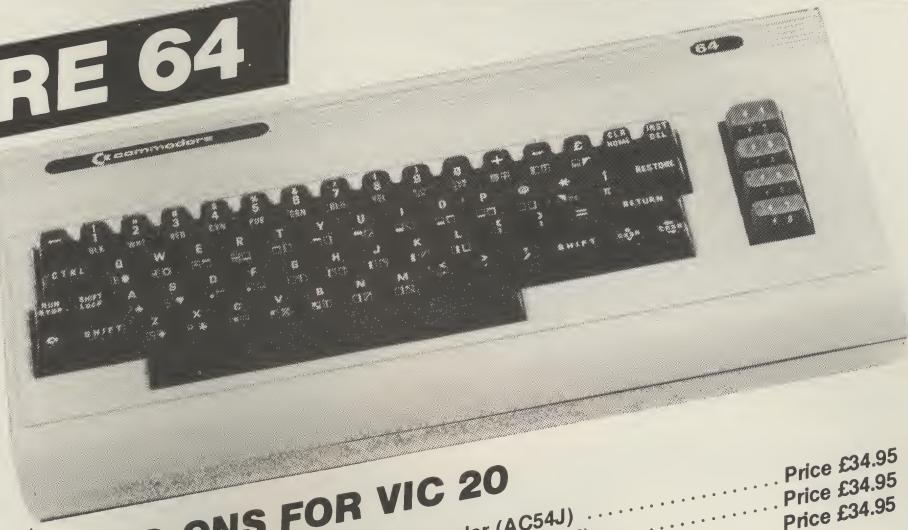
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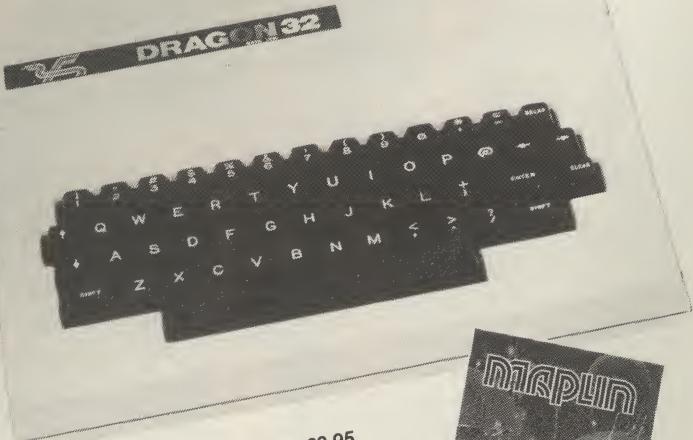
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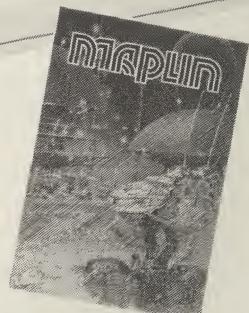


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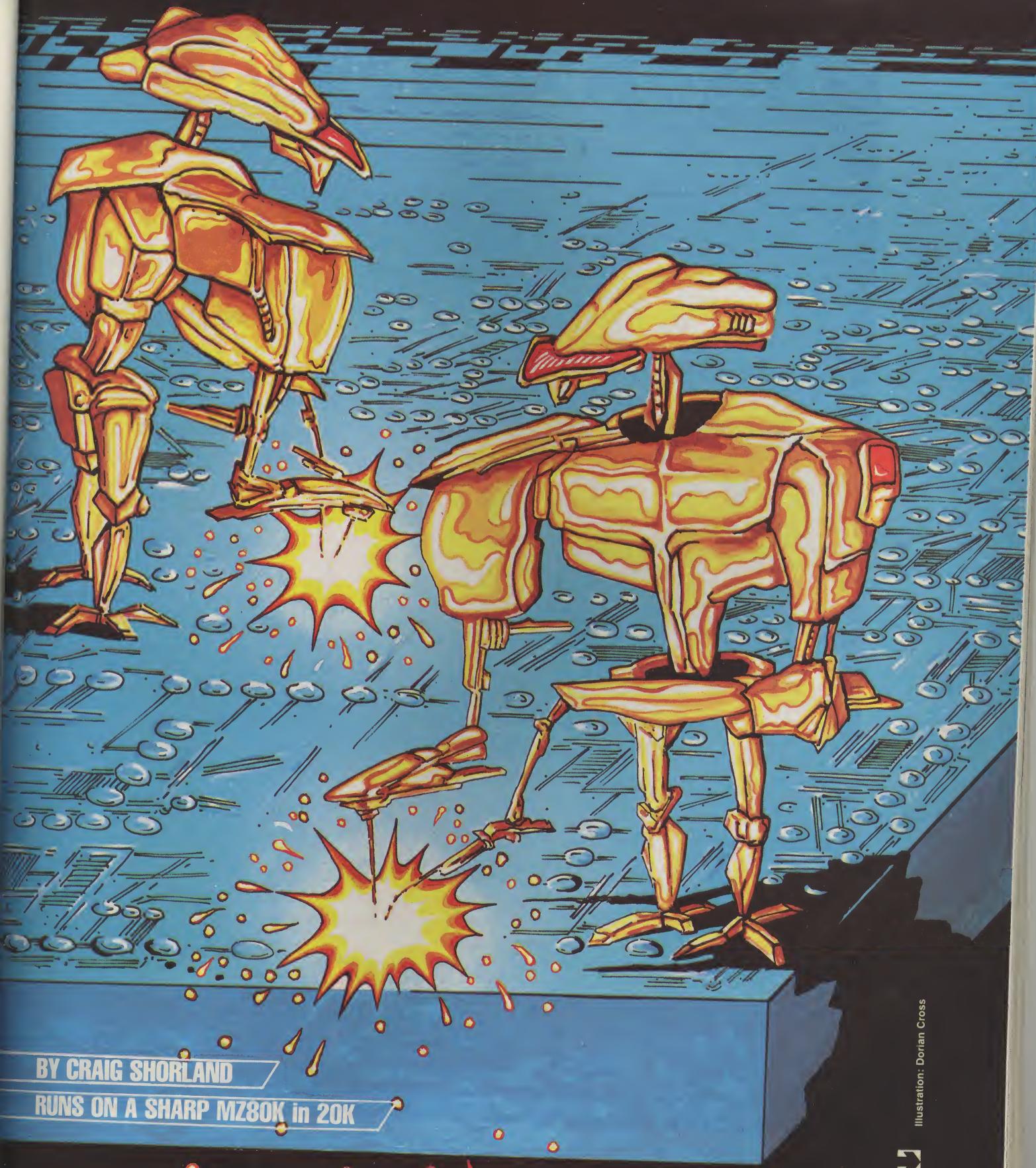
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1 REM *** Written for FLORRIE BRIARS ***
2 REM *** by Craig Shorland ***
3 RESTORE
4 DIMC$(4),PL$(2),H$(12),HV(9),HU(9,4),SU(4),EE(4):RT=0:CO=0
5 P$="B1R2B3R2B1"
6 FORGG=1TO4:READC$(GG):NEXTGG
7 PRINT"GGGG";:P=0:POKE10407,0:GOSUB92
8 TEMP07:PRINT"G";
9 PL=0
10 PRINT"GGGG";:A$="oooooooooooo"
11 B$=A$+"oooooooo"
12 C$="oooooooooooooooooooooooooooo/\\,oooooooooooooooooooooooo"
13 D$=B$+"oooooooo"
14 F$="oooooooooooooooooooooooooooooooooooooooooooooooo"
15 G$="oooooooooooooooooooooooooooooooooooooooo"
16 H$="oooooooooooooooooooo"
17 P=0:FORG=1TO6:PRINTG;"..";
18 R=INT(1+8*RND(1)+1):P=P+R:HV(G)=R
19 FORH=1TO8
20 PRINT"## OOOOOOOO O";
21 NEXT:PRINT:PRINT:PRINT:NEXT
22 PRINT"0 CYBORG00000000":GOTO222
23 R1=53406:PL=PL+1:IFPL=3THENPL=1
24 FORRD=1TO3
25 POKER1-1,177:POKER1,67:POKER1+1,178:POKER1+39,66:POKER1+40,122:POKER1+41,86
26 POKER1+79,71:POKER1+80,72:POKER1+81,71:POKER1+119,66:POKER1+120,208
27 POKER1+121,86:POKER1+159,78:POKER1+160,54:POKER1+161,77
28 R1=R1+248:NEXTRO .
29 IF(CO=1)*(PL=2)THENGOTO228
30 PRINTG$!SPC(39):G$!"WHICH ROW ";PL$(PL);"?";HM=0
31 01=53485:02=53725:03=53965
32 TI$="000001"
33 GETHM:IF(HM<1)+(HM>6)THENGOTO36
34 IFHV(HM)=0THENGOTO29
35 MUSICP$:PRINTHM:GOTO125
36 N=INT(6+RND(1)+1)
37 IF(TI$="000010")+(TI$="000011")THENGOTO177
38 ONNGOTO39,42,45,48,51,54
39 POKE01,72:POKE01+1,71:POKE01+2,72
40 POKE01+41,109
41 GOTO33
42 POKE02,72:POKE02+1,71:POKE02+2,72
43 POKE02+41,109
44 GOTO33
45 POKE03,72:POKE03+1,71:POKE03+2,72
46 POKE03+41,109
47 GOTO33
48 POKE01,71:POKE01+1,72:POKE01+2,71
49 POKE01+41,208
50 GOTO33
51 POKE02,71:POKE02+1,72:POKE02+2,71
52 POKE02+41,208
53 GOTO33
54 POKE03,71:POKE03+1,72:POKE03+2,71
55 POKE03+41,208
56 GOTO33
57 FORI=25TO19STEP-1:GOT061
58 POKE4514,I:FORJ=255TO0STEP-5:POKE4513,J:USR(68):NEXTJ:NEXTI:USR(71)
59 GOTO80
60 PRINT"0";
61 IF(HM=1)+(HM=2)THENGOSUB68:GOT058
62 IF(HM=3)+(HM=4)THENGOSUB72:GOT058
63 IF(HM=5)+(HM=6)THENGOSUB76:GOT058
64 FORI=19TO25STEP1:GOT0142
65 POKE4514,I:FORJ=0TO255STEP5:POKE4513,J:USR(68):NEXTJ:NEXTI:USR(71)
66 GOTO23
67 PRINT"0";
68 PRINT#;
69 PRINTF$;
70 PRINTA$;C$;
71 RETURN
72 PRINTB$;
73 PRINTF$;
74 PRINB$;C$;
75 RETURN
76 PRINTD$;
77 PRINTF$;
78 PRINDD$;C$;
79 RETURN
80 IFHM=1THENR1=53406:GOT086
81 IFHM=2THENDG=53525:GOT089
82 IFHM=3THENR1=53646:GOT086
83 IFHM=4THENDG=53765:GOT089
84 IFHM=5THENR1=53886:GOT086
85 IFHM=6THENDG=54005:GOT089
86 POKER1+1,77:POKER1+81,0:POKER1+121,8:POKER1+161,0:POKER1+160,67
87 POKER1+79,72:POKER1+80,71
88 GOTO113
89 POKEDG,78:POKEDG-118,77:POKEDG+2,0:POKEDG+41,67:POKEDG+42,0:POKEDG-38,0
90 POKEDG-40,72:POKEDG-39,71
91 GOTO119
92 0=53248:R=53287:S=54208:T=54247:G=67:Z=0
93 IFZ=4THEN103
94 FORX=QTOR:POKEX,G:NEXT
95 FORX=RTOTSTEP40:POKEX,G:NEXT

```

So this is what happens when Robots decide to play a game! Do you want to join them? Then type in this listing. The computer will set up random numbers of counters in six different rows. You select your row and the number of counters to be knocked out. Then the robots come into it! One of the three tin men on the right hand side of the screen will destroy the number of counters you have decided to wipe out.

The winner is the player to take the last counter. Full instructions are included in the program. Dare you take on the robots?



BY CRAIG SHORLAND

RUNS ON A SHARP MZ80K in 20K

Illustration: Dorian Cross



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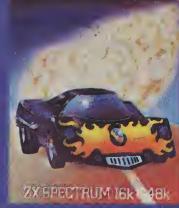
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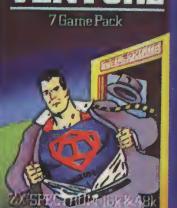
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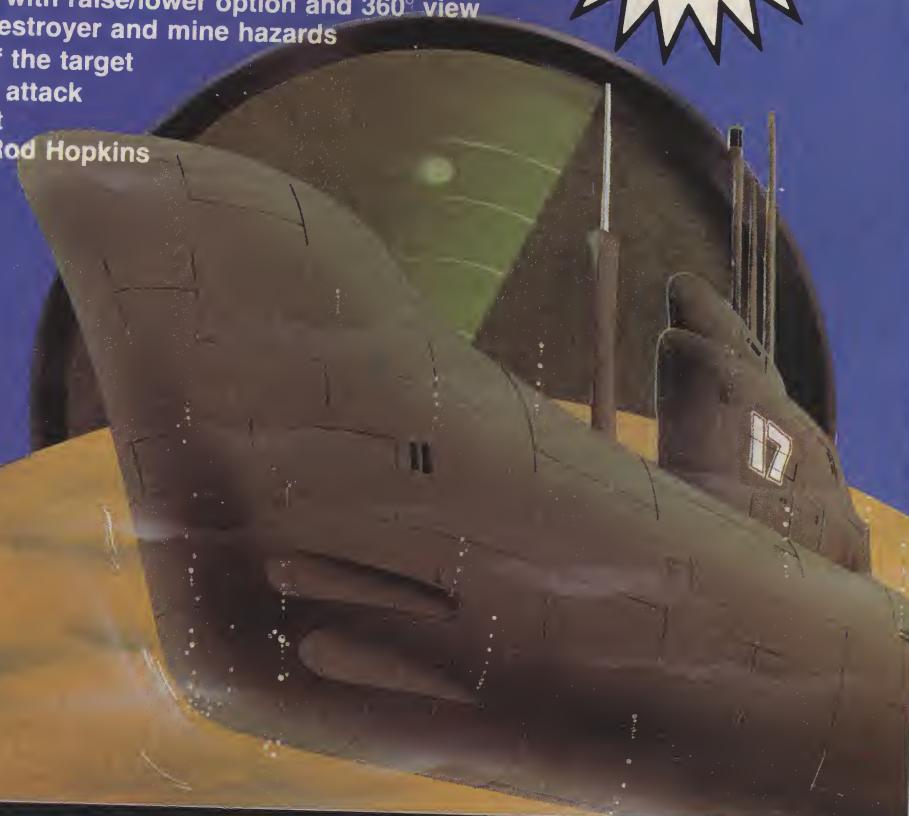
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```

190 H$(1)=" "
191 H$(2)="
192 H$(3)="" This is the same of CYBORG."
193 H$(4)="" It is played by choosing a row"
194 H$(5)="" in which there is a random number of"
195 H$(6)="" counters. The winner is the player who"
196 H$(7)="" takes the last piece."
197 H$(8)="" You can either play another humanoid"
198 H$(9)="" or challenge ME....if you dare."
199 H$(10)="" After you have chosen the number of"
200 H$(11)="" counters to be eliminated."
201 H$(12)="" MY ROBOTS WILL DESTROY THEM !!"
202 FORI=1TO12
203 FORJ=1TOLEN(H$(I))
204 PRINTMID$(H$(I),J,1);
205 IF(ASC(MID$(H$(I),J,1))=32)THENGOTO207
206 JJ=1:POKE4514,JJ:USR(68):USR(71)
207 NEXTJ:PRINT":NEXTI
208 PRINTTAB(2); "1 ######";TAB(36);"/\ "
209 PRINTTAB(2); " ######";TAB(36);"\ "
210 PRINTTAB(36); "000"
211 PRINTTAB(36); "VVV"
212 PRINTTAB(36); "▲▲▲"
213 FORXC=1TO5
214 FORM=20TO30:POKE4514,M:USR(68):NEXTM:USR(71)
215 L=54082
216 IFPEEK(L)=163THENGOTO218
217 POKEL,62:L=L-1:POKEL+1,0:GOT0216
218 POKEL+1,0:FORHJ=1TO20:POKE4514,HJ:USR(68):NEXTHJ:USR(71)
219 POKEL+39,0:POKEL,0:POKEL-1,0:POKEL+40,0
220 NEXTX
221 FORQL=1TO500:NEXTQL:PRINT"E":GOT0146
222 PRINTG$;"ARE THESE RANDOM ENOUGH ?"
223 GETRES$:IFRES$=="THEN223
224 IFRE$=="Y"THENPRINTG$;SPC(39):GOSUB274:GOT023
225 IFRE$=="N"THENPRINT"CCCCC":GOT017
226 GOT0223
227 REM*****MUSIC*****"
228 PRINTG$;"MY MOVE!" ":"MUSICP$
229 GOSUB250:FORJ=1TO4:SU(J)=0
230 FORI=1TO6:SU(J)=SU(J)+HU(I,J):NEXTI
231 SU(J)=SU(J)-INT(SU(J)/VV)*VV
232 NEXTJ
233 W=0:FORJ=1TO4:W=W+SU(J):NEXT
234 IFW=0THEN247
235 I=1
236 FORJ=1TO4
237 EE(J)=SU(J)+HU(I,J):EE(J)=EE(J)-INT(EE(J)/2)*VV
238 NEXT
239 EE=8*EE(4)+4*EE(3)+2*EE(2)+EE(1)
240 IF(HV(I)=0)+(EE)=HY(I))THEN245
241 F=HY(I)-EE:HM=I
242 PRINTG$;"I 'LL TAKE";F;" FROM ROW";I;" .":MUSICP$
243 FORZ=0TO750:NEXT
244 GOT0256
245 I=I+1:IFI<=6THEN236
246 I=1:GOT0236
247 I=INT((6+1)*RND(1))
248 IF(HV(I)=0)+(I=0)+(I>9)THEN247
249 F=1:HUV(I)=HV(I)-1:GOT0242
250 VV=2:FORI=1TO6
251 Y1=HY(I)/VV:HUV(I,1)=HY(I)-INT(Y1)*VV
252 Y2=Y1/VV:HUV(I,2)=INT(Y1)-INT(Y2)*VV
253 Y3=Y2/VV:HUV(I,3)=INT(Y2)-INT(Y3)*VV
254 Y4=Y3/VV:HUV(I,4)=INT(Y3)-INT(Y4)*VV
255 NEXT:RETURN
256 IFI=1THENHM=1
257 IFI=2THENHM=2
258 IFI=3THENHM=3
259 IFI=4THENHM=4
260 IFI=5THENHM=5
261 IFI=6THENHM=6
262 GOT057
263 PRINT"E"
264 FORI=53248T053287STEP2:POKEI,208:POKEI+1,67:NEXTI
265 FORI=53327T054207STEP80:POKEI,208:POKEI+40,67:NEXTI
266 FORI=54247T054208STEP-2:POKEI,67:POKEI-1,208:NEXTI
267 FORI=54208T053248STEP-80:POKEI,208:POKEI-40,67:NEXTI
268 PRINT"ooooooooooooooooooooo SOME OF US HAVE IT"
269 PRINT"oooooooooooo AND SOME OF US DON'T"
270 PRINT"ooooooooooooo FANCY ANOTHER GAME ?"
271 PRINT"oooooooooooo"
272 GOSUB281
273 GOT0174
274 N=100
275 FORG=1TO6:U=1:FORC=NTO0STEP-1:POKE4514,C:USR(68):NEXTC
276 N=N-15:NEXTG
277 RETURN
278 B=1:FORA=255T00STEP-1.5
279 POKE4513,B:USR(68):POKE4513,A:USR(68):NEXTA:USR(71)
280 RETURN
281 FORGH=1TO5:FORHG=255T01STEP-9:POKE4514,GH:POKE4513,HG:USR(68)
282 NEXTHG,GH:USR(71)
283 MUSIC"C"
284 RETURN

```

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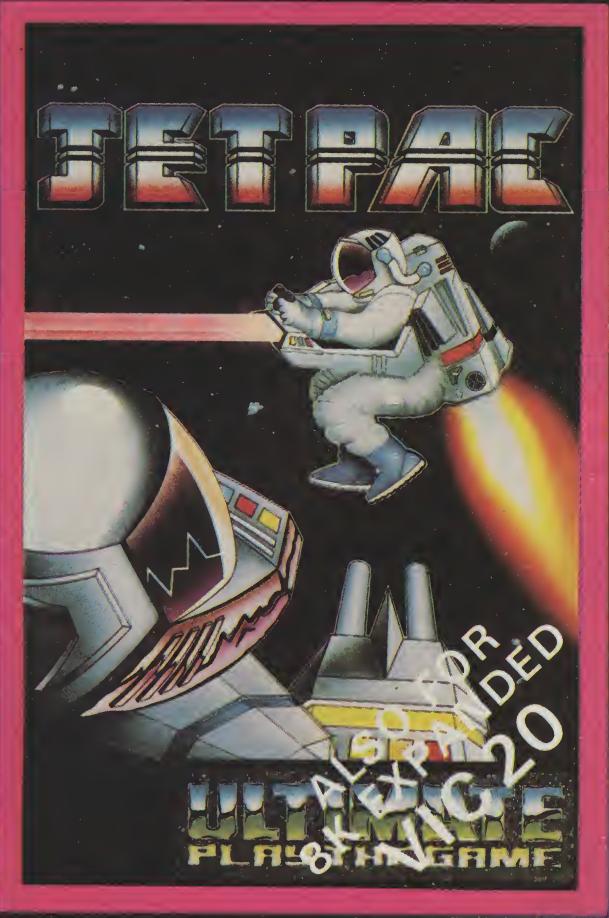
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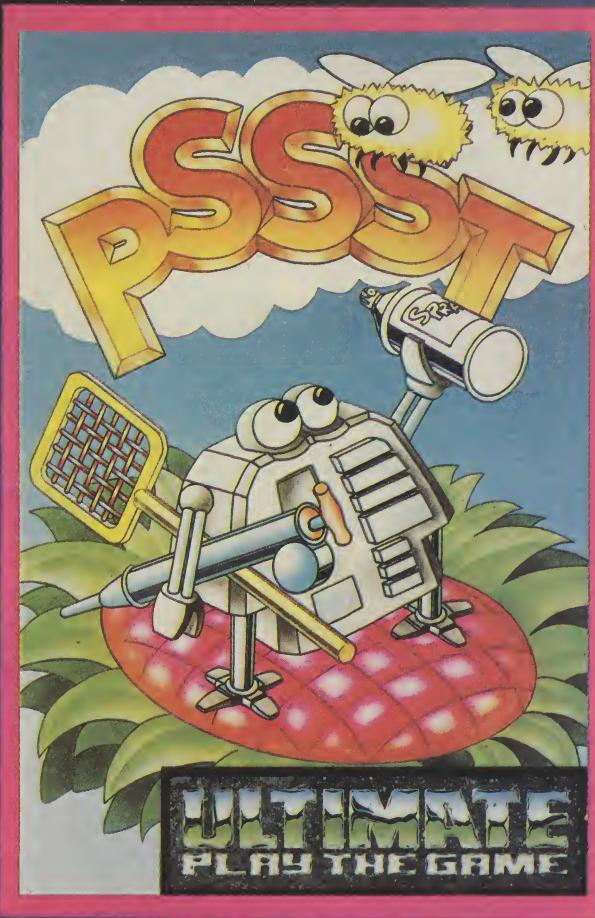
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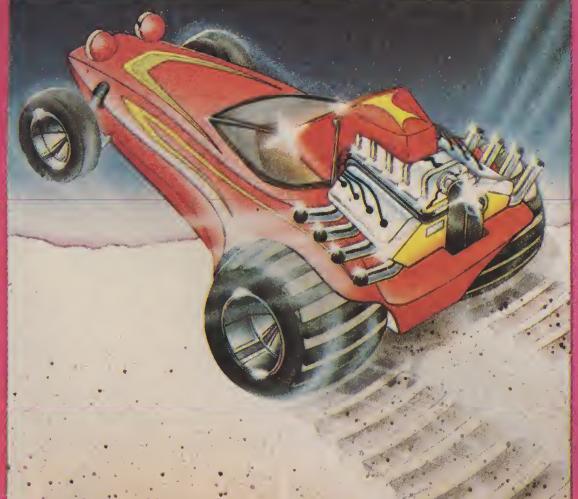


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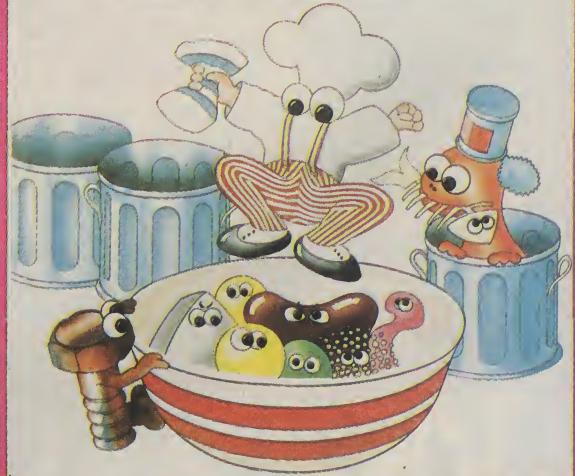
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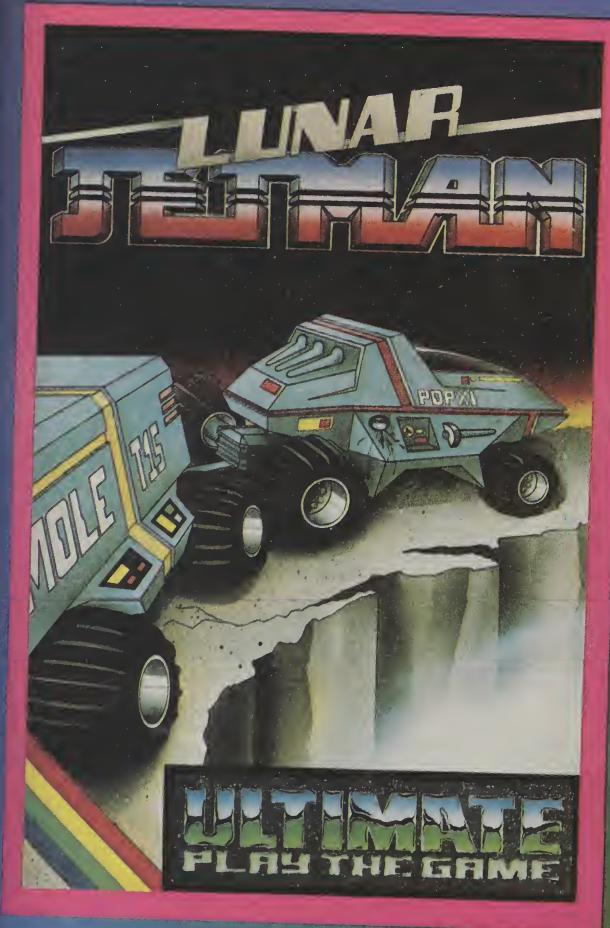
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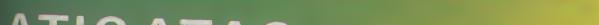
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The evil Trammers have created a minefield in the planets' atmosphere so getting in and out is difficult to say the least! Once the landing pads have been used twice they disintegrate — making your life even harder! Full instructions are included in the program. Happy landings!

Machine Code addresses

1570d — screen scroll to the left routine. Locations 1536 and 1537 contain the high and low bytes for start address for video RAM.

1670d — moves the shuttle automatically up or down without searching the joystick position.

1630 — this moves the shuttle in the corresponding position direction of the joystick. Locations 208d and 209d have the current address for the player-used indirectly in machine code.

1687 — this byte determines upward or downward movement. A 230d in this location causes downward movement. A 198d causes upward movement. (d=decimal).

Note: Lines 500-530 are a fairly fast method of checking for collisions with

the player missile graphics rather than using the slower IF statement.

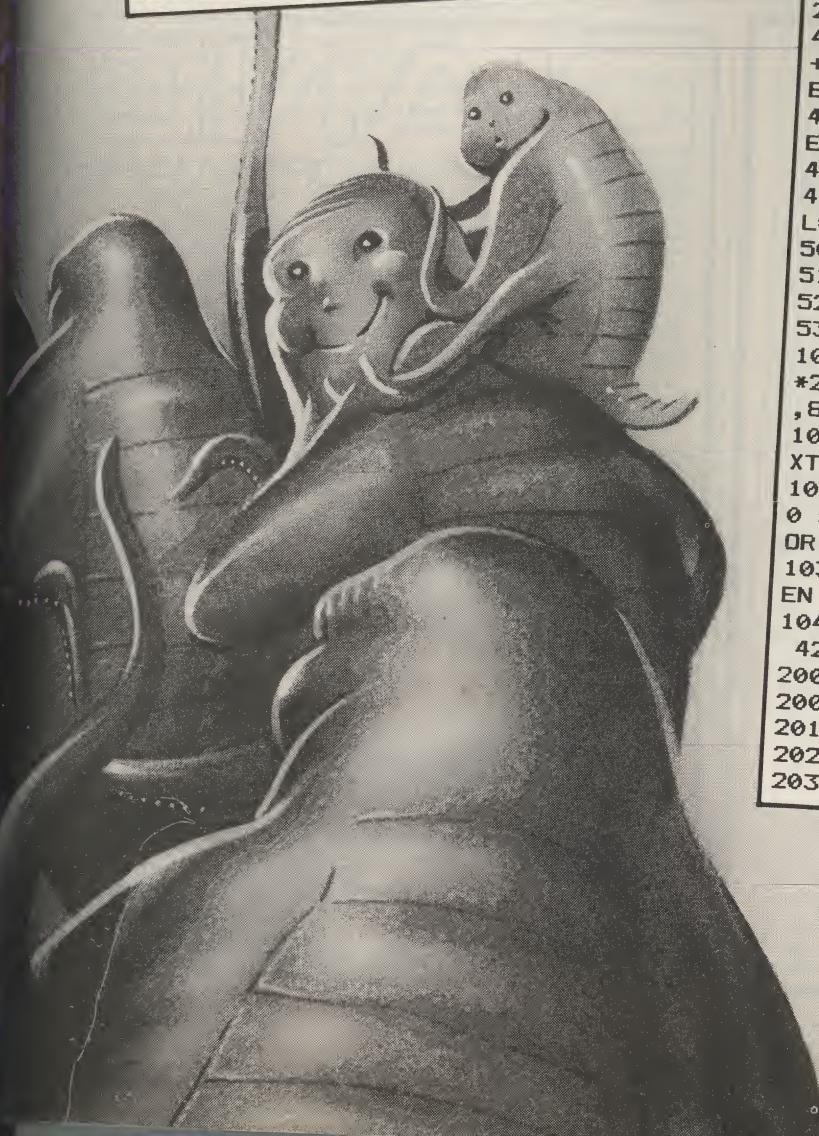
All the routines for sensing joystick positions, moving the screen left and the movement of player missile graphics are carried out in machine code to ensure a fast game.

Please take care when typing in DATA statements as most of these contain machine code routines and a typing error will cause the whole system to crash when you run the program.

```

10 GRAPHICS 17:A=PEEK(560)+256*PEEK(561)
+4:POKE A-1,71:DIM MX(5),MY(5),V(10),W(1
0),PAD(2)
20 PRINT #6;" LUNAR RESCUE"
30 PRINT #6;? #6;" WOULD YOU LIKE THE"
40 PRINT #6;" INSTRUCTIONS"
50 ? #6;? #6;" Y/N":SETCOLOR 0,0,
14
60 OPEN #1,4,0,"K":HS=0
70 GET #1,A:IF A=78 THEN 100
80 IF A=89 THEN 10000
90 GOTO 70
100 GRAPHICS 23:SETCOLOR 0,0,10:SETCOLOR
1,2,8:SETCOLOR 2,12,14
110 A=PEEK(560)+256*PEEK(561)+4:POKE A-1
,70:POKE 87,1:POKE A+2,6
120 PRINT #6;"SCORE -----":? #6;
121 DATA 217,30,193,30,173,30,162,30,144
,60,173,60,144,30,162,30,173,30,193,30,2
17,60
122 FOR MUSIC=0 TO 10:READ NTE,DLY:V(MUS
IC)=NTE:W(MUSIC)=DLY:NEXT MUSIC
140 COLOR 1:POKE 87,7
150 FOR C=0 TO 20:PLOT 0,75:DRAWTO C,95:
PLOT 159,75:DRAWTO 159-C,95:NEXT C
160 FOR C=90 TO 95:PLOT 0,C:DRAWTO 159,C
:NEXT C:NS=0
170 FOR C=0 TO 154 STEP 4:PLOT C,89:PLOT
C+1,89:NEXT C:COLOR 2
180 DATA 30,70,132,2,78,8,84,14,89,157,7
6,151,82,145,87
190 FOR A=0 TO 2:READ X
200 GOSUB 2700
220 NEXT A:COLOR 3
230 FOR A=0 TO 5:READ X,Y:MX(A)=X:MY(A)=
Y:AST=1

```



```

240 NS=A:GOSUB 3000:NEXT A:NS=0
250 GOSUB 5000
300 DATA 173,0,6,174,1,6,133,206,134,207
,162,0,160,0,177,206,141,2,6,200,177,206
,136,145,206,200,192,39
310 DATA 208,245,173,2,6,145,206,165,206
,24,105,40,144,2,230,207,133,206,232,224
320 FOR A=1570 TO 1622:READ BYTE:POKE A,
BYTE:NEXT A
330 A=PEEK(88)+256*PEEK(89)
340 B=A+(15*40)
350 C=INT(B/256):D=B-(C*256)
360 POKE 1536,D:POKE 1537,C
370 DATA 173,120,2,201,7,208,13,174,5,6,
224,200,240,6,238,5,6,24,144,14
380 DATA 201,11,208,10,174,5,6,224,48,24
,0,3,206,5,6,174,5,6,142,0,208,201,13,240
,2,104,96
390 DATA 160,0,169,0,145,208,200,192,7,2
0,192,7,208,246,104,96
400 FOR A=1630 TO 1702:READ BYTE:POKE A,
BYTE:NEXT A
410 A=PEEK(106)-24:POKE 54279,A:POKE 532
77,3:POKE 559,46:POKE 623,1:POKE 705,202
:POKE 706,54
420 Y=23:X=114:PM=(256*A)+512:K=A+2:PF=5
3252:PC=53260:SC=0:LI=5:PT=53262:COLC=53
278
423 FOR CV=0 TO 2:PAD(CV)=0:NEXT CV
425 FOR Z=PM TO PM+512:POKE Z,0:NEXT Z:P
OKE 704,138:POKE 1687,230
430 RESTORE 440:P=0:FOR Z=PM+23 TO PM+29
:READ BYTE:POKE Z,BYTE:POKE 1546+P,BYTE:
440 DATA 24,36,60,126,102,66,66
450 DATA 24,60,102,231,195,195,129,129,1
29,129,24
460 POKE 53248,114:FOR Z=PM+128+20 TO PM
+128+29:READ BYTE:POKE Z,BYTE:NEXT Z:POK
E 53249,110:POKE 53257,1
470 POKE PM+256+22,24:POKE 53250,110:POK
E 53258,1:POKE 1541,114
480 POKE 208,23:POKE 209,K:POKE 53256,0
490 POKE COLC,0:L=USR(1630):L=USR(1676):
L=USR(1630):L=USR(1570)
500 ON PEEK(PF) GOTO 1000,2000
510 ON PEEK(PC) GOTO HELL,1000
520 ON PEEK(PT) GOTO 6500
530 GOTO 490
1000 FOR A=0 TO 40:POKE 53256,INT(RND(0)
*2):Q=RND(0)*255:Q1=RND(0)*255:SOUND 0,Q
,8,8:SOUND 1,Q1,8,8
1010 POKE 704,A*5:FOR B=0 TO 5:NEXT B:NE
XT A
1020 POKE 704,0:POKE 53256,0:FOR B=8 TO
0 STEP -2:SOUND 0,Q,8,B:SOUND 1,Q1,8,B:F
OR C=0 TO 100:NEXT C:NEXT B
1030 POKE 1687,230:LI=LI-1:IF NOT LI TH
EN 8000
1040 POKE 87,1:POSITION 5,1:? #6:LI=GOTO
425
2000 GOTO 2060
2005 POKE 1687,198:GOSUB 2500
2010 L=USR(1676):L=USR(1676):L=USR(1676)
2020 COLOR 0:GOSUB 3000:NS=NS+1
2030 IF NS<6 THEN POKE 704,206:GOTO 490

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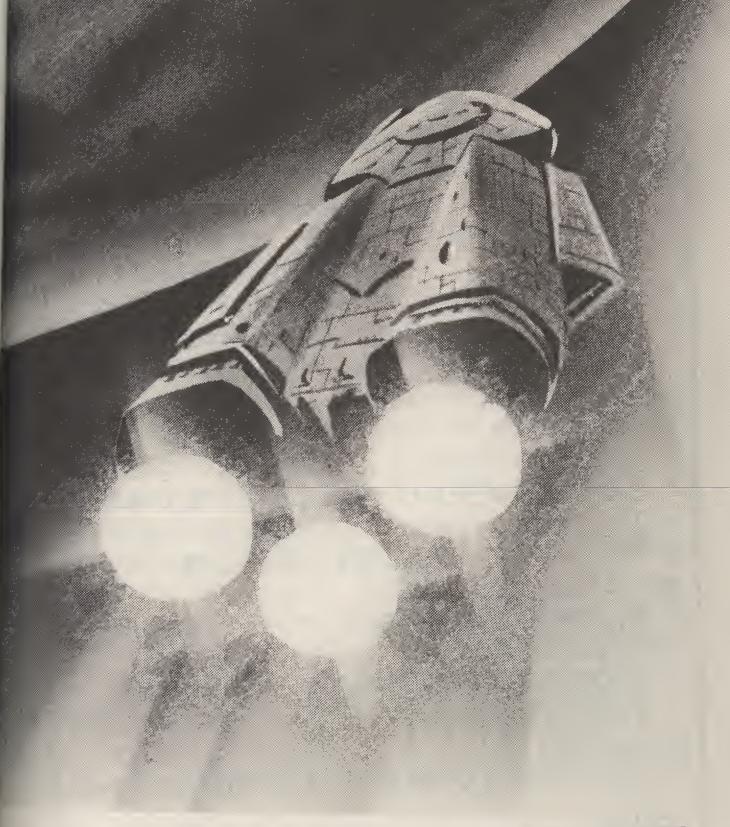
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```

2040 GOSUB 4000: NS=0: GOSUB 2500: GOSUB 25
00: GOSUB 2500: GOSUB 2500: COLOR 3
2050 FOR A=0 TO 5: NS=A: GOSUB 3000: NEXT A
: NS=0: POKE 1687, 230: COLOR 2: X=30: GOSUB 2
700: X=70: GOSUB 2700: X=132
2051 GOSUB 2700: COLOR 0: FOR CV=15 TO 60:
PLOT 0, CV: DRAWTO 159, CV: NEXT CV: AST=AST+
1: IF AST>10 THEN AST=10
2052 KK=PEEK(1541): FOR CV=KK TO 114 STEP
SGN(114-KK): POKE 53248, CV: SOUND 0, CV, 8,
8
2053 NEXT CV: POKE 1687, 198: KK=PEEK(208):
FOR CV=KK TO 23 STEP -1: L=USR(1676): SOUN
D 0, CV, 8, 8: POKE 704, CV
2054 FOR CB=0 TO 2: NEXT CB: NEXT CV
2055 SOUND 0, 0, 0, 0: GOSUB 5000: GOTO 423
2060 XCO=PEEK(1541): IF XCO<83 AND XCO>72
THEN PAD(0)=PAD(0)+1: GOTO 2005
2061 IF XCO>111 AND XCO<123 THEN PAD(1)=
PAD(1)+1: GOTO 2005
2062 IF XCO>173 AND XCO<185 THEN PAD(2)=
PAD(2)+1: GOTO 2005
2063 GOTO 1000
2500 POKE 87, 1: FOR Z=0 TO 19: SC=SC+1: POS
ITION 6, 0: ? #6; SC: FOR B=0 TO 5: NEXT B: SO
UND 0, Z, 10, 8
2510 NEXT Z: SOUND 0, 0, 0, 0: RETURN
2700 POKE 87, 7: FOR B=X TO X+5: PLOT B, 89:
DRAWTO B, 85: NEXT B
2710 FOR B=0 TO 5: PLOT X+5+B, 86-B: DRAWTO
X-B, 86-B: NEXT B: RETURN
3000 POKE 87, 7: PLOT MX(NS), MY(NS): PLOT M
X(NS), MY(NS)-1: PLOT MX(NS)+2, MY(NS)
3010 PLOT MX(NS)+2, MY(NS)-1: PLOT MX(NS)+
1, MY(NS)-2: PLOT MX(NS), MY(NS)-3: DRAWTO M
X(NS)+2, MY(NS)-3
3020 PLOT MX(NS)+1, MY(NS)-4: RETURN
4000 FOR MUSIC=0 TO 10: SOUND 0, V(MUSIC),
10, 8: FOR EX=0 TO W(MUSIC): NEXT EX: NEXT M
USIC: SOUND 0, 0, 0, 0
4010 RETURN

```

```

4100 STOP
5000 COLOR 1: FOR A=0 TO AST
5010 X=INT(RND(0)*150)+5
5020 Y=INT(RND(0)*39)+21
5030 PLOT X, Y: PLOT X, Y-1: PLOT X-1, Y-2: DR
AWTO X+1, Y-2: PLOT X-2, Y-3: DRAWTO X+2, Y-3
5040 PLOT X-1, Y-4: DRAWTO X+1, Y-4: PLOT X,
Y-5: PLOT X, Y-6: NEXT A: RETURN
6500 GOSUB 2500: POKE 1687, 230: L=USR(1676)
:L=USR(1676): POKE 704, 138: L=USR(1676)
6520 IF XCO<83 AND XCO>72 THEN GOTO 6560
6530 IF XCO>111 AND XCO<123 THEN GOTO 65
70
6540 IF XCO>173 AND XCO<185 THEN GOTO 65
80
6550 GOTO 1000
6560 IF PAD(0)=1 THEN GOTO 490
6561 X=30: COLOR 0: GOSUB 2700: GOTO 490
6570 IF PAD(1)=1 THEN GOTO 490
6571 X=70: COLOR 0: GOSUB 2700: GOTO 490
6580 IF PAD(2)=1 THEN GOTO 490
6590 X=132: COLOR 0: GOSUB 2700: GOTO 490
8000 GRAPHICS 18: POSITION 5, 2: ? #6; "-GAM
E OVER-": POSITION 5, 3: ? #6; "-----"
: POSITION 5, 1
8005 POKE 53248, 0: POKE 53249, 0: POKE 5325
0, 0
8010 ? #6; "-----": POSITION 3, 5: ? #
6; "SCORE": ; SC: SETCOLOR 0, 8, 12: SETCOLOR 2
, 3, 6
8020 IF SC>HS THEN POSITION 3, 7: ? #6; "NE
W HIGH SCORE!!": HS=SC
8030 PRINT #6; "HIGH SCORE": ; HS: GOSUB 400
0
8040 GET #1, KEY: RESTORE : GOTO 100
10000 GRAPHICS 0: SETCOLOR 2, 0, 0: ? "
LUNAR RESCUE": ? "
10010 ? "MISSION": ? "Save the innocent
people on the planet NOXA"
10020 ? :? "There is one problem! (as usu
al)"
10030 ? "The TRAMMERS have laid a minefi
eld in the planets atmosphere, so getting
out is a little tricky"
10040 ? "Avoid them by--GUESS WHAT--": ?
"MOVE OUT THE WAY"
10060 ? "Landing can be done at any spee
d on the landing pads. Once landing is
complete";
10070 ? "Docking must be accomplished. Th
is is done by directing your ship to t
he red spot in the starbase"
10080 ? "You direct your ship by using t
he JOYSTICK in PLYR 1 socket"
10090 ? "Pushing the stick down causes t
he ship to thrust in its current directio
n"
10100 ? "PRESS ANY KEY": GET #1, KEY: ? "
10110 ? "When leaving the planets surfac
e the ship will be green, showing that a
man is on board."
10120 ? "When landing, the ship will be b
lue, showing an empty ship."
10130 ? "NOTE You have NO battle compute
r, so firing at the mines cannot be don
e."
10140 ? "Once the landing pads have bee
n used twice they will disintegrate due
to the extreme heat of";
10150 ? "the retro rockets."
10160 ? "PRESS ANY KEY WHEN YOU ARE READ
Y TO START": GET #1, KEY: GOTO 100

```

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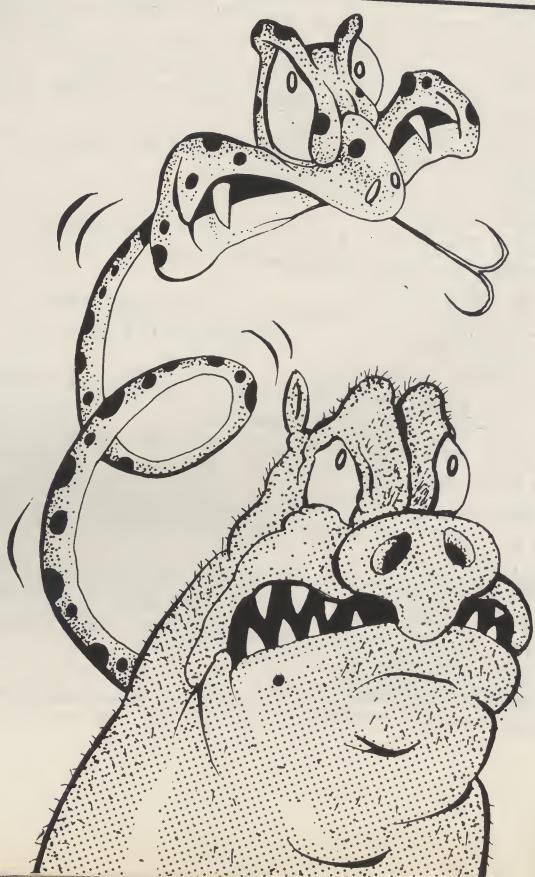
80*TV255
90*FX15
100HI=0:MODE7:VDU23;8202;0;0;0
::PRINTTAB(14,10)CHR$134CHR$141"
Q*BILL"/"TAB(14)CHR$134CHR$141"Q*
BILL";TAB(11,15);"BY A. Brown 198
3":Z=INKEY(500)
110*FX15
120MODE1:PRINTTAB(11,10)"INSTR
UCTIONS?";:R1$=GET$:PROCINIT:IFA
1$="Y"THENCLS:PROCINSTR
130MODE2:PROCINIT:PROCPYRAMID
140GCOL0,3
150*FX9 2
160*FX10 2
170*FX11 30
180*FX12 30
190MOVE280,600:PRINTQB
200*FX15
210XX=280:YY=600:FIL=0:Z=1:X2=
0:Y2=0
220T1=TIME+100:BK=600:BY=1000:
MOVEBK,BY:PRINTWB:SX=600:SY=600:
IFSH>1THENMOVEBK,SY:PRINTSNB
230R$="" :R$=INKEY$(1)
240*FX15,1
250IFA$="" THEN370
260MOVEXX,YY:PRINTQB
270IFA$="Z"THENXX=XX-80:YY=YY-
100
280IFA$="A"THENXX=XX-160
290IFA$="D"THENXX=XX+160
300IFA$="Q"THENXX=XX-80:YY=YY+
100
310IFA$="E"XX=XX+80:YY=YY+100
320IFA$="C"XX=XX+80:YY=YY-100
330SOUND1,1,10,1
340Z=FNCHECK(XX,YY,0):IFZ=-9TH
EN480
350PROCFILE(XX,YY):IFFIL>27 TH
EN 440
360MOVEXX,YY:PRINTQB
370IFZ<1THEN SOUND1,2,150,1:SOU
ND2,2,100,1:SOUND3,2,60,1:PROCFI
LL(XX,YY):PROCFILE:GOTO520
380IFTIME<T1 THEN410ELSESET1=TIM
E+SP
390PROCDIR(BR,W$,BK,BY):BK=BK+
X2:BY=BY+Y2:IFFNCHECK(BK,BY,1)=-9
THEN480
400IFSH>1:PROCDIR(6,SN$,SX,SY):
SX=SX+X2:SY=SY+Y2:IFFNCHECK(SX,
SY,1)=-9THEN480
410IFSC+FIL>HI:HI=SC+FIL
420VDU4:PRINTTAB(0,2)"Sc ";SC+
FIL:PRINTTAB(13,2)"Lives ";LIV;T
AB(0,3)"Sh ";SH+1;TAB(13,3)"HI "
;HI:VDU5
430GOTO230
440*FX15
450FIL=0:FORN=-15TO1:SOUND1,N,
200,1:NEXT:SP=SP-50:CLG:IFSP<1 A
ND BR<6THEN BR=6:SP=100

```

```

460SH=SH+1:IFSH MOD 5=0 LIV=L1
V+1:SOUND3,1,100,10
470CLG:PROCPYRAMID:SC=SC+28:GD
T0190
480MOVEXX,YY:PRINTZZ$:MOVEXX+1
00,YY:GCOL0,8
490PRINT"!**#":MOVEXX+100,YY-3
0:PRINT">+~$"
500*FX15,1
510FORJ=1TO5000:NEXT
520LIV=LIV-1:IFLIV<1 THEN540
530SC=SC+FIL:CLG:GCOL0,3:PROCP
YRAMID:GOT0190
540*FX15,1
550RESTORE570
560VDU4:PRINTTAB(13,2)"Lives "
;LIV;TAB(5,14)::COLOUR135:COLOUR
6:FORN=1TO9:READA$:PRINTA$::FORA
=1TO700:NEXT:NEXT
570DATAG,R,M,E," ",D,V,E,R
580*FX15,1
590Z=GET:GOT0130
600END
610DEFFPROCINIT:FIL=0:SC=0:LIV=
3:SP=200
620VDU5,19,0,4,0,0,0:@Z=0:BR=2
:SH=0
630VDU23,8202;0;0;0;
640VDU23,224,7,15,27,17,49,49,
59,62
650VDU23,225,192,224,176,24,24
,24,184,248
660VDU23,226,60,24,25,15,7,4,4
,29
670VDU23,227,112,240,224,192,1
92,64,64,192
680VDU23,228,0,0,0,8,12,8,0,1
690VDU23,229,0,0,0,128,192,128
,0,0

```



```

700VDU23, 238, 3, 7, 6, 0, 0, 0, 0, 0
710R$=CHR$18+CHR$3+CHR$1:B$=CH
R$18+CHR$3+CHR$3 : M$=CHR$18+CHR$3
+CHR$5 : C$=CHR$18+CHR$3+CHR$6
720R$=R$+CHR$224+R$+CHR$225+CH
R$9+CHR$8+CHR$10+R$+CHR$226+R$+C
HR$227
730S$=B$+CHR$228+B$+CHR$229
740H$=M$+CHR$230
750Q$=A$+CHR$8+CHR$8+CHR$11+S$
+CHR$8+CHR$8+CHR$10+H$
760VDU23, 231, 15, 31, 57, 109, 227,
247, 255, 255
770VDU23, 232, 240, 248, 252, 254, 2
55, 255, 255, 255
780VDU23, 233, 255, 255, 255, 255, 1
27, 63, 31, 15
790VDU23, 234, 255, 255, 255, 255, 2
54, 252, 248, 248
800VDU23, 235, 0, 0, 6, 12, 28, 8, 0, 0
810VDU23, 236, 0, 3, 5, 15, 7, 0, 0, 0
820VDU23, 237, 0, 128, 192, 224, 176
, 48, 96, 192
830VDU23, 238, 1, 3, 6, 12, 12, 6, 3, 1
840VDU23, 239, 152, 36, 34, 6, 12, 24
, 176, 224
850W$=C$+CHR$231+C$+CHR$232+CH
R$8+CHR$8+CHR$10+C$+CHR$233+C$+C
HR$234

```

Variables
XX,YY: Q*Bert's co-ordinates.
BX,BY: co-ordinates of ball.
SX,SY: co-ordinates of snake.
T1: TIME COUNTER.
SP: speed of ball.

Fil: number of squares filled so far.
SC: overall square score.
SH:sheet number.
HI:highscore.
LIV:lives left.
QS:Q*Bert character.
SN\$:snake character.
WS:ball character.

This little chap has been turning the air blue — and pyramids various assorted colours — in the arcades for some time now. But now the cursing Q*Bert has been cleaned up for the BBC B by enterprising author Andrew Brown. Just like the arcade game of the same name you have to help Q*Bert change the colour of a pyramid built out of cubes. He does this by leaping from cube to cube using his amazing jumping powers. However, there are hazards which plague Q*Bert — like a giant beach ball which bounces around after him and in later screens there's Coily the snake to contend with. Also the ball speeds up as you get better at the game and conquer more pyramids. You get three lives and to start with — and an extra life after every sixth screen.

You won't get past the third screen without a lot of practice. So if you want that extra life to come a bit sooner why not change the 5 in line 460 to a smaller value. The initial speed of the ball is set in line 610 (variable SP). Make it smaller (in units of 50) to make it go faster.

RUNS ON A BBC B IN 7K

BY ANDREW BROWN



Illustration: Dorian Cross

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KWAZY KWAKS

Accuracy and speed are required for this Shooting Gallery, superb use of colour and graphics in this new and challenging game from the author of **Jackpot**. 100% machine code, joystick or keyboard control £5.50

PACMANIA

Choose your own game from the following options — difficulty 1-3, speed 1-3, size of maze 1-3, visible or invisible maze, still or moving power pills, define your own key controls, any combination, if this is your type of game, then this is the one for you, for the 3K expand. VIC £5.50

SNAKE BYTE

Guide your ever hungry snake round the screen, eating the flies and wasps, to stay alive you must avoid the deadly mushrooms, quick reactions are required for this biting game, keyboard control, for the unexpanded VIC £5.50

BUGSY (Joystick Only)

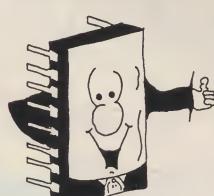
This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stones but avoid bumping into him or its sudden death! An original compulsive and challenging game. £5.50

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JACKPOT 64: At last its here, specially written for the 64, by the author of "JACKPOT" the ultimate Fruit Machine program for the VIC £5.50 (available from 1st Nov.)

WESTMINSTER

A game for up to four players, can you lead the party of your choice and win the general election, you tour the 60 constituencies (seats) buying votes, when you can, (just like the real thing), this must be one of the first board type games specifically written for the computer. Why play on your own, have fun with your family and friends playing WESTMINSTER £5.50

RED ALERT: A game for 1-4 players, with sound and graphics, make money in casinos, commit robbery, hide from the police, hire secret agents, (some of whom can be treacherous), negotiate for weapons, find and attack the secret rocket base to launch the missile, and watch the havoc and destruction caused. There's no turning back from "RED ALERT" (available from 1st Nov) ... £5.50

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A game for two to twenty players, become a tycoon of the motor trade, you must obtain gearboxes, tyres and engines to produce cars for sale. Form syndicates, buy and exchange parts, buy dealerships, but be careful, you may become bankrupt and have to liquidate, find out what you are made of, have you got what it takes to become a WHFFLER DEALER £5.50

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DEALER ENQUIRIES WELCOME

```

860E$=CHR$18+CHR$3+CHR$7+CHR$2
35
870W$=W$+CHR$8+CHR$8+CHR$11+E$
880SN$=M$+CHR$236+M$+CHR$237+C
HR$8+CHR$8+CHR$10+M$+CHR$238+M$+
CHR$239
890ENVELOPE1,1,12,8,2,4,2,2,12
900ENVELOPE2,8,10,6,-1,0,0,255
910ENDPROC
920DEFFPROCPYRAMID:LOCAL D,W,X,
Y
930D=580:W=580
940FORY=900TO300 STEP-100:FORX
T:Q=0-80:W=W+80:NEXT:ENDPROC
950DEFFPROCBOX(X,Y)
960MOVEY,Y:PL0T1,-80,-50:PL0T1
,-80,-50:PL0T1,80,50:PL0T1,-80,50
:-80,-50:PL0T1,0,50:PL0T0,0,-50:P
LOT1,-80,50:PL0T1,0,50:ENDPROC
970DEFFPROCFLILL(X,Y):IFPOINT(X+
60,Y-20)<>0 THENENDPROC
980IFZ<1 THEN GCOL0,0:GOTO1000
990GCOL0,3:FIL=FIL+1
1000MOVEY+60,Y:PL0T1,-80,-50
1010PL0T81,80,-50:PL0T1,80,50:P
LOT85,X+60,Y
1020ENDPROC
1030DEFFNCHECK(X,Y,F):IFY<900TH
EN:=-1 ELSE IF Y>900THEN:=-2
1040IFSH>1ANDSX==XX AND SY==YY TH
EN:=-9
1050IFBX==XX AND BY==YY THEN:=-9
1060IFF=1:IF(SX+X2==BX AND SY+Y2
=BY)OR(BX+X2==SX AND BY+Y2==SY)THE
N:=0
10700N ((Y DIV 100)-2)GOTO1080,
1100,1120,1140,1160,1180,1200
1080IFX<0 ORX>1150 THEN:=0
1090=1
1100IFX<0 OR X>1079 THEN:=0
1110=1
1120IFX<50 OR X>999 THEN:=0
1130=1
1140IFX<121 OR X>919 THEN:=0
1150=1
1160IFX<201 ORX>830THEN:=0
1170=1
1180IFX<290 ORX>750THEN:=0
1190=1
1200IFX<370 ORX>670 THEN:=0
1210=1
1220DEFFPROCDIR(RAN,ZZ$,X1,Y1)
1230D=RND(RAN):X2=0:Y2=0
1240IFD=1 X2=80:Y2=-100
1250IFD=2 X2=-80:Y2=-100
1260IFD=3 X2=-160
1270IFD=4 X2=-80:Y2=100
1280IFD=5 X2=80:Y2=100
1290IFD=6 X2=160

```

```

1300Z1=FNCHECK(X1+X2,Y1+Y2,1)
1310IFZ1=0OR((Z1=-10RZ1=-2) AND
RAN>2)THEH1230
1320MOVEY1,Y1:PRINTZZ$
1330X1=X1+X2:Y1=Y1+Y2:MOVEY1,Y1
:PRINTZZ$
1340IFZ1=-1:MOVEY1,Y1:PRINTZZ$:
X1=600:Y1=1000:MOVEY1,Y1:PRINTZZ
$:X1=600:Y1=1000:X2=0:Y2=0:BX=60
0:BY=1000
1350ENDPROC
1360DEFFPROCFLALL:MOVEXX,YY:PRINT
0$:
1370FORM=YY TO -10 STEP-100
1380MOVEXX,N:PRINT0$:FORG=1TO10
0:NEXT
1390MOVEXX,N:PRINT0$:NEXT:ENDPR
OC
1400DEFFPROCINSTR
1410X3=10:Y3=1000
1420RESTORE1550
1430REERDA1$:IFR1$=="END"THENZ=GE
T:RESTORE:ENDPROC
1440IFR1$=="CLR"THENZ=GET:CLS:X3
=10:Y3=1000:GOTO1430
1450PROCJUMP:GCOL0,3:MOVEY3+100
,Y3:PRINTA1$
1460GOTO1430
1470DEFFPROCJUMP
1480MOVEY3,Y3:PRINT0$:
1490FORJ=1TO6:MOVEY3,Y3:PRINT0$:
:X3=X3+,25:Y3=Y3+5:MOVEY3,Y3:PRI
NT0$:NEXT
1500MOVEY3,Y3:PRINT0$:
1510FORY3=Y3 TO Y3-59 STEP-14
1520MOVEY3,Y3:PRINT0$:FORD=1TO1
00:NEXT:MOVEY3,Y3:PRINT0$:NEXT
1530SOUND1,1,10,1
1540ENDPROC
1550DATA1.Guide Q*BILL around t
he pyramid,filling in the tops a
s you go.
1560DATA,,,2.Watch out for the
ball which,descends slowly at fir
st.But speeds,u.p gradually.
1570DATA,,,3.On the third scree
n a snake will,be introduced.Thi
s will not chase,you but will mo
ve all over the,pyramid.
1580DATA,,,4.Do not try to jump
off of the,pyramid as this will
prove,fatal for Q*BILL.
1590DATA,,CLR
1600DATA5.On the fifth screen t
he ball will,start to move like
the snake.
1610DATA,,,6.You have three liv
es and you,will get an extra lif
e,every six sheets.
1620DATA,,,7.TO MOVE USE,"_
Q\ /E"," R- -D"," Z/
\C",,,,," PRESS A KEY TO STA
RT",,
1630DATAEND

```

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	Vortex	16k	5.50
		16k	5.95

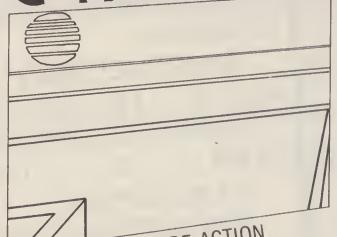
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Sinclair Special

5



Inside...
**New Interface 2
and ROM cartridges!
New Software!**

TAKING NEW SOFTWARE IN NEW DIRECTIONS

You'll see that this issue of Sinclair Special devotes considerable space to software. Why, when we've so much to say about hardware and peripherals? Simply because at Sinclair we believe in supporting first-class hardware with first-class software.

This month sees the start of a new commitment to education in our catalogue, both for adults and children.

In the field of micro theory, we've programs like Beyond BASIC and Make-a-Chip, which take you from the creation of simple ZX® assembler subsets to simulated circuit design projects.

There's Musicmaster, to teach you music terminology, note values and composition.

And if you're keen to beat your Spectrum at chess (which can be hard), you'll certainly want to try Chess Tutor 1, the first program in a complete chess masterclass.

Coming soon...

In the pipeline are many new releases, some of which break completely new ground. LOGO and micro-PROLOG for instance. They're fifth generation languages which will take you and your Spectrum closer than ever before to the creation and application of artificial intelligence.

A formal agreement between Sinclair and Macmillan Education has been announced, the first results of which will be published this autumn. These consist of five programs in a complete early reading course plus the first four of a series of programs based on Macmillan's top selling Science Horizons Scheme. All programs are designed for use in schools or the home.

And with Blackboard software, we're publishing six more home education programs for primary school children. Covering alphabet, spelling and punctuation, each of these programs is a true gem, unlike any other education software, and fascinating to run. Even for adults!

I believe that these new titles represent a major advance in educational software for the home.

New ROM software too!

You may well have heard news of ZX Interface 2® and ROM cartridge programs. You'll find full details of the Interface and its software on the facing page (and there's an order form on the back page too!). These offer an instant games playing facility at unbeatable prices, and expand the possibilities of using your Spectrum in yet another direction.

Alison Maguire

Alison Maguire
Applications Software Manager

SOFTWARE UPDATE

The latest cassette software for ZX® Computers



Chess Tutor 1

For 48K RAM Spectrum. £9.95.

Chess Tutor is a new way of learning all about chess - using your ZX Spectrum.®

It starts from the beginning by teaching you about the chess pieces and the way they move - including castling, en passant, promotion, check, checkmate, stalemate and perpetual check.

Then it teaches you the basic tactics - pins, forks, double attacks and skewers.

There are over 120 exercises and over 200 questions for you to answer - with demonstrations and hints from your ZX Spectrum when you want them.

You can choose which parts of the course you want - and even experienced players may be surprised at what they can learn from Chess Tutor.



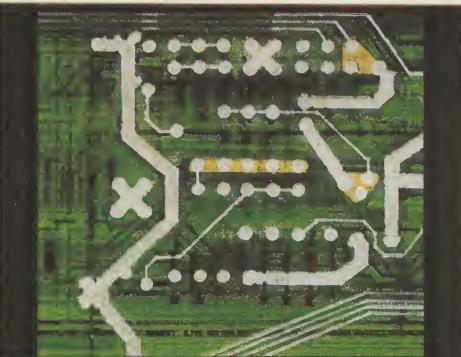
Musicmaster

For 48K RAM Spectrum. £9.95.

Musicmaster turns your ZX Spectrum into a musical instrument which will not only play tunes, but will also demonstrate key signatures, durations of notes, and scales.

You can write your own tunes - in any key - play them over and over again, save them on tape, modify them.

You can either write your music on a stave, or place a simple overlay on your Spectrum for a 17-note keyboard.



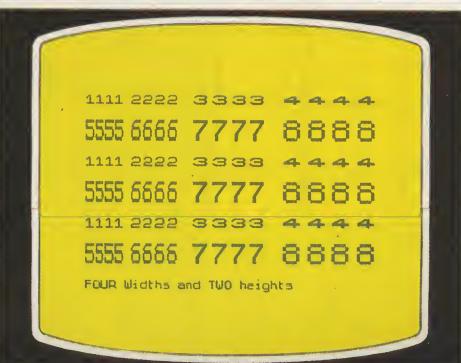
Make-a-Chip

For 48K RAM Spectrum. £9.95.

Make-a-Chip teaches you the basic elements of circuit design, shows you how they fit together, and then lets you design and test your own circuits.

When you have designed a circuit, you can give it inputs and outputs and your ZX Spectrum will check it for you. Then it will run it, or tell you what's wrong so that you can modify it.

Make-a-Chip is a fascinating way of finding out how computer logic works.

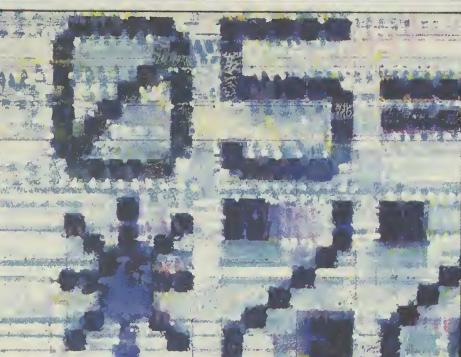


Print Utilities

For 16K and 48K RAM Spectrum.
£9.95.

Increase the printing and display facilities of your ZX Spectrum with the Print Utilities program.

Print Utilities enables you to enhance your programs by generating characters of eight different sizes which you can place anywhere on your screen.



Beyond BASIC

For 48K RAM Spectrum. £9.95.

Takes the agony out of assembler. Takes the mystery out of machine code.

Beyond BASIC gives you a deeper insight into the workings of your ZX Spectrum. It explains what happens inside your micro when you run a program, and it teaches you simple Z80 machine code programming.

A major feature of Beyond BASIC is that it enables you to write your own Z80 assembler programs - then you can actually see on your screen how they affect the ZX Spectrum memory and registers.

ZX INTERFACE 2®

The New ROM Cartridge/Joystick Interface

**Loads programs instantly!
Takes two joysticks!
Just plug-in and play!**

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum® system. It enables you to use new ZX® ROM cartridge software: plug-in programs that load instantly. It allows you to use two standard joysticks, without the need for separate, special interfaces.

To use new ZX ROM cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. The program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with ZX ROM cartridge or Sinclair cassette programs – or with dozens of other Spectrum-compatible programs!



SEE BACK
PAGE FOR
ZX INTERFACE 2
AND
ROM CARTRIDGE
ORDER FORM!

...AND BRAND NEW ROM CARTRIDGE SOFTWARE!

There's already plenty of choice of ZX ROM cartridge programs for your Spectrum. Some are old favourites, in an exciting new form. Others are new.

And now, thanks to ROM cartridge technology, you can run them all on a 16K RAM Spectrum, even if they were originally written only for 48K machines!

Every ROM cartridge program loads fast and faultlessly. No wires, no waiting, no worries about loading errors! All of them are affordably priced too, at £14.95.

New! PSSST



Robbie the Robot sits in his garden. Help him fetch compost to cultivate his prize Thyrgodian Megga Chrysanthodil. Help him make the right choice of pesticide, to ward off devilish insects. Stop the insects breeding to overwhelming numbers before Robbie's plant has bloomed.

PSSST is horticulture with a horrendous twist!

One and two player option, with a host of features including sound effects.

New! Tranz Am



Set in a future time ruled by cars and trophies, in a land where petrol replaces gold, and status is possession of the 8 Great Cups of Ultimite.

Driving your Super Blown Red Racer, use your skill to outwit and crash the Deadly Black Turbos. Use your instruments to locate and collect the trophies – before you overheat or run out of fuel.

A program with outstanding multi-directional movement, graphic features, and a playing area equivalent to more than 600 times actual screen area.

Chess



This sophisticated program does everything you'd expect at board game level, and much more besides.

The high-resolution chess-board and pieces are arranged in a row and column system, so it's easy to key in your moves.

At any stage of the game you can request the computer to suggest a move, reverse roles or change the level of skill.

Full-colour high-resolution graphics.

Horace and the Spiders



Guide Horace on the hazardous journey to the cobwebbed house full of poisonous spiders.

Safely in the house, you must move along cobwebs, choose a spot...and jump on it! The spiders will be in a frenzy – scuttling to repair their precious web.

And when a spider is spinning a new section, you're safe to attack and destroy it!

Kill all the spiders, and a new web appears...with even more spiders to catch.

Full-colour high-resolution graphics.

Backgammon



Everything you need to play the famous and deceptively simple board game. Board, stones, rolling dice and doubling dice are shown in full colour and high resolution. Choose from four levels of skill to suit experts and beginners alike – full rules are included.

Planetoids



Dodge and swerve using your thrust button, turn on a planetoid...fire! But beware – the alien ship moves fast to destroy you with cluster bombs. And when it comes to the crunch, use your hyperspace button!

Full-colour high-resolution graphics with sound.

Space Raiders



Your skill is all that's stopping successive waves of aliens from destroying Earth. Use your gun base to attack. Shelter behind buildings...move out and blast the passing alien spaceship! Full-colour high-resolution graphics with sound.

Hungry Horace



Horace is forever being chased around the park by guards.

He steals their lunch, eats pathway flowers and creates chaos in the park by ringing the alarm!

You'll have to be quick to keep Horace out of trouble!

Full-colour high-resolution graphics with sound.

New! Cookie



You're Charlie the Chef, who keeps his ingredients locked in the larder. But if the ingredients escape, they bring the inedible Nasties with them!

You must daze the escaping ingredients with flour bombs, and knock them into the mixing bowl. Stop them getting into the dustbin, at all costs! And beware of Nasties that get into the mixing bowl!

Cookie is fast-moving panic in the pantry, with a cast of real characters. A program to make you smile – and sweat!

New! Jet Pac



As Chief Test Pilot of the Acme Interstellar Transport Company, your task is to deliver and assemble spaceship kits. On your way round the galaxy, you're free to collect precious stones and gold.

The catch? Rocket fuel is precious and scarce. And the aliens don't take kindly to the theft of their valuables. You'll need your wits and your lasers!

With a host of features, including multi-directional movement, explosions, sound effects and one and two player option.

BY STEPHEN PHIPPS

RUNS ON A ZX81 IN 1K



```
9 LET D=INT VAL "RND*12"
10 LET X=CODE "="
11 LET E=SGN X+SGN X
15 LET Z=D
16 LET S=NOT Z
20 LET Y=S
21 LET B=Y
22 LET A=Z
70 PRINT AT A,B; "PAT X-E-S"
GN E,D,"";TAB D,"";TAB
AB D,"";TAB D,"";TAB
D,"";AT Z,Y;"Y"
75 LET S=S+SGN X
80 LET A=Z
85 LET B=Y
95 LET Z=Z+RND*E
100 LET Y=Y+(INKEY$="8" AND X>Y
) -(INKEY$="S" AND X-X(Y)
110 LET Z=Z-(INKEY$="7" AND Z>
OT X)-RND
115 IF INT Z=X AND Y>D AND Y<D+
E+SGN D AND INKEY$="0" THEN GOTO
VAL "200"
116 IF INKEY$="0" THEN GOTO VAL
"110"
120 IF Z>X+SGN X OR INT Z=X-E
AND Y>D+E+SGN X THEN PRINT AT A,
6;"TOO BRO";U
130 GOTO VAL "70"
200 PRINT AT D,D;"WELL DONE";/
YOUR TIME=";S-D
```

The long patrol is almost over and you, pilot of a long range survey ship, are almost dozing off over your flight controls as your ship follows the automatic flight path back to your ship. But as you approach the mother-ship alarm bells shock you out of your relaxed mood. Turning on your scanners you see the mother-ship hovering on the edge of a Black Hole! The galactic winds whipped up by the Black Hole make it impossible for you to contact the mother-ship and tell them that you want to dock your craft. Then you discover another hazard. Your braking jets have malfunctioned. So you are going to have to attempt the docking manouevre without any help from the ship.

Although the limitations of a 1k program are great the author has attempted to make this game as challenging as possible without resorting to machine code.

You control the space ship using the cursor control keys:
5 — left.
7 — up.
8 — right.
0 — hyperspace (to stop inside the mother ship).

I have deliberately limited the amount of control to make it harder.

Variables

D = random position of mother ship

X = variable assigned to save space because of the recurrence of the numeral 20

E = same as X but equal to 2

Z and Y = co-ordinates of patrol ship
A and B = prints a space on the last values of Z and Y respectively, to erase the patrol ship

S = score

Z = simulates buffeting winds by randomly moving the ship up and down

U = undefined variable to halt the game at the end

Program notes

NOTE: Remove all REM statements before attempting to run the game in 1K. If program should stop with error 4 OUT OF MEMORY then CONT will resume.

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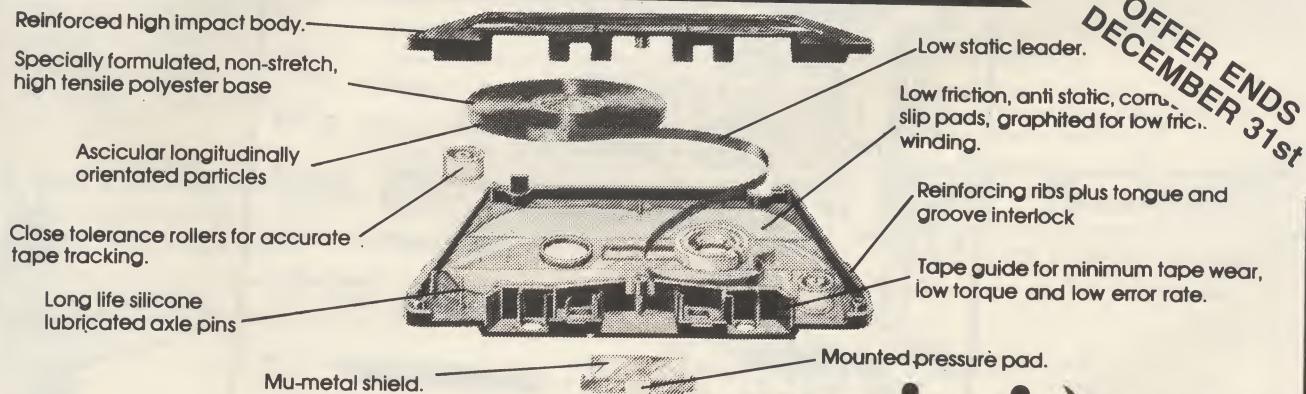


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600HERRORRUN
700MODE 6:VDU 19,0,4,0;
800PRINT" Do you want instructions ?(Y/N)"
900A$=GET$:IF A$="Y" PROC_INIT
RUCT:ELSE IF A$<>"N" GOTO 90
100CLS:PRINT" What level
1-7 (Slow-Fast)":INPUT TAB(17,3)
LEVEL:IF LEVEL<1 OR LEVEL>7 THEN
GOTO 100

110MODE 2:VDU 23,1,0;0;0;0;
120PROC_INIT
130PROC_SCREEN:PROC_GAME
140IF CR=1 THEN CLS:IF YES=1 THEN RESTORE:GOTO 70
150IF CR=1 THEN CR=0:GOTO 130
160PROC_WIN
170COLOUR 7:COLOUR 128:CLS:RESTORE 1720:GOTO 130
180REM*****INIT
190DEFPROC_INIT
200FOR N=224 TO 239
210READ A,B,C,D,E,F,G,H
220VDU 23,N,A,B,C,D,E,F,G,H
230NEXT N
240DATA 0,0,24,102,219,255,126
,36
250DATA 28,60,126,126,126,124
,60,0
260DATA 32,7,103,242,242,100,6
,5,0
270DATA 7,31,63,127,127,255,20
,7,207
280DATA 224,248,252,254,254,25
,5,243,243
290DATA 204,252,252,126,63,7,0
,0
300DATA 51,63,63,126,252,224,0
,0
310DATA 60,255,255,189,231,165
,189,231
320DATA 3,7,7,31,31,63,255,255
330DATA 128,192,240,240,240,25
,2,255,255
340DATA 255,255,255,255,255,25
,5,255,255
350DATA 8,56,248,56,8,8,8,8
360DATA 16,2,80,4,129,32,4,145
370DATA 2,16,129,64,55,145,2,1
29
380DATA 4,16,0,1,16,32,129,42
390DATA 0,0,0,0,0,0,35,255
400CR=0:SC=0:RST=15:ADD=0:SHIP
=0:LIVES=3

```

Illustration: Terry Rogers

```

410A$=CHR$129:YES=YES:IF YES=1
YES=0:GOTO 430
420HI=0:DIM A$(6)
430A$(1)=STRING$(4,A$+" "+A$+" "
+A$+" "+A$+" "+A$+" ")
440A$(2)=A$+" "+A$+" "+A$+" "
+A$+" "+A$+" "
450A$(3)=" "+A$+" "+A$+" "
+A$+" "+A$+" "
+A$+" "
460A$(4)=" "+A$+" "+A$+" "+A$+" "
+A$+" "+A$+" "
470A$(5)=A$+" "+A$+" "+A$+" "
+A$+" "
480A$(6)=A$+" "+A$+" "+A$+" "
+A$+" "+A$+" "
490FOR N=1 TO (LEVEL*2)+5:PROC
-ADD:NEXT
500ENVELOPE 1,1,-26,0,0,255,0,
0,127,0,0,0,126,0
510ENVELOPE 2,1,0,0,0,0,0,0,0,12
6,-1,0,-5,126,0
520ENVELOPE 3,133,8,4,8,3,1,1,1
26,0,0,-10,126,0
530ENDPROC
540REM*****SCREEN
550DEFPROC_SCREEN
560X=9:Y=6:A=X:B=Y
570PROC_STARS:PROC_PLANET:PROC
_LANDSCAPE:PROC_DISPLAY:PROC_AST
EROIDS:PROC_MOTHER_SHIP:ENDPROC
580REM*****DISPLAY
590DEFPROC_DISPLAY
600COLOUR 0:COLOUR 131
610PRINT TAB(0,27);STRING$(60,
" ")
620PRINT TAB(0,27);" SCORE:";S
C;TAB(12);" HI:";HI
630PRINT TAB(0,28);" MEN:";LIV

```





Avast lunarlubbers! And listen carefully to what Captain Blackheart, terror of ten solar systems has to say! Or else you might find yourself in a spot of trouble with a Black Hole!

Now, mateys, me and my band of 'orrible space rats have taken over this puny planet you call the moon — and kidnapped five of your top earth scientists. My friends are having some fun and games with these gentleman right now! The purpose of all these shennanigans is to make you hand over the earth to my pirates hoardes. If you don't — well, we'd better not think about it, had we mateys!

Can you save the scientists and stop the evil pirate plan? All you have to do is launch a rescue mission using remote control spaceships carrying space stormtroopers. Drop the troopers on the moon and defeat the pirates! Full instructions are included in the program. Happy landings . . .



MOON MISSION

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IN 32K

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IN 32K

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Second, it has a memory of 64K. So as your technique improves and develops, you are able to move forward to more and more advanced programming.

All of which makes this the perfect home computer for parents, as well as children.

The MZ700 gives you access to a wide



choice of new software, from only £3.95 per cassette. An additional plotter/printer, costing £129.95, can produce high resolution graphics in 4 colours. A data cassette recorder is an extra at £39.95. Both add-ons fit snugly into this easy to carry compact system with no trailing wires. And you get ten exciting games, free on purchase, including Super Puckman, Circus Star, Snake v. Snake, and Man-Hunt.

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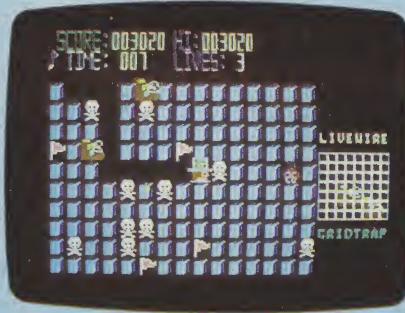
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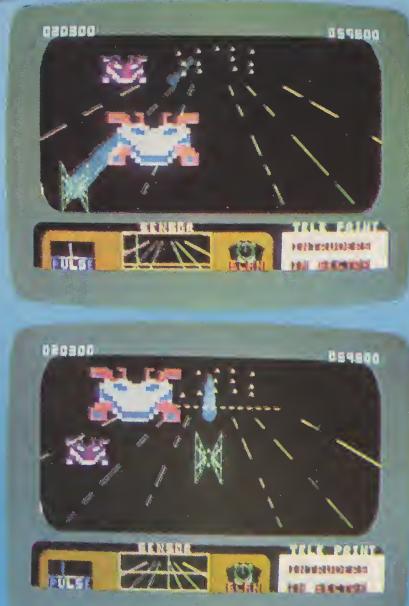
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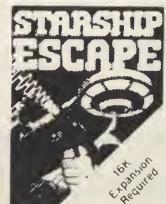
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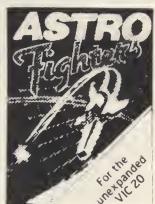
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810REPEAT:FOR N=1 TO 7:VDU 19,
5,N;0;19,15,N;0):TIME=0:REPEAT:U
NTIL TIME>=10

820NEXT:R=R+1:UNTIL R=6:VDU20:
VDU 19,15,6;0):ENDPROC

830REM*****INSTRUCTIONS

840DEFFPROC_INSTRUCT

850CLS:PRINT TAB(14);"MOON RE
SKUE!"

860PRINT:PRINT "The moon has b
een captured by PIRATES! They h
ave kidnapped FIVE important
scientists.

Your mission is to m
anouver your REMOTE CONTROL
SPACESHIP (RCS) through the";
870PRINT"asteriod belt and tou
ch down on the landing pad posti
oned on a hilltop."

880PRINT" The RCS contains Par
atroopers who will try to recapt
ure the base."

890PRINT" Drop as many ships
as you can at various sites
to gain points. The G
AME is OVER when 3 of your RCS's
are destroyed!!"

900PRINT TAB(9);"Z.....
...LEFT":PRINT TAB(9);"X.....
.....RIGHT"
910PRINT TAB(9);"RETURN.....
...THRUST"

920PRINT"" PRESS ANY KEY TO
PLAY THE GAME":W=GET:ENDPROC

930REM*****LANDSCAPE

940DEFPROC_LANDSCAPE

950COLOUR128:COLOUR7:F=RND(13)

960COLOUR3:PRINTTAB(0,25);"_";

STRING\$(6,CHR\$143);"_";CHR\$143;"

"";STRING\$(4,CHR\$143);"_____";CH

R\$143;STRING\$(20,CHR\$138):COLOUR

15:PRINTTAB(F+3,22);CHR\$139:COLO

UR3:PRINTTAB(F+2,23);CHR\$136:CHR

\$138:CHR\$137

970PRINTTAB(F+1,24);CHR\$136:ST

RING\$(3,CHR\$138);CHR\$137:TAB(F,2

5);CHR\$136;STRING\$(5,CHR\$138);CH

R\$137:ENDPROC

980REM*****GAME

990DEFFPROC_GAME

1000SOUND 2,-15,100,5:PROC_PROM
PT

1010*FW15,0

1020PROC_SHIP:PROC_PAUSE:PROC_L
ANDED:IF L=1 THEN ENDPROC

1030IF (Y>8 AND Y MOD2<>0)OR Y>

22 PROC_CHECK

1040IF CR=1 PROC_CRASH:ENDPROC

1050PROC_ASTERIODS:IF (Y>8 AND

Y MOD2<>0)OR Y>22 PROC_CHECK

1060IF CR=1 PROC_CRASH:ENDPROC

1070PROC_KEY:GOTO 1020

1080REM*****PROMPT

1090DEFFPROC_PROMPT

1100COLOUR 136:COLOUR 15

1110PRINTTAB(0,0);"PRESS 'SHIFT'
' TO GO"

1120IF INKEY(-1)=TRUE THEN COLO

UR 128:COLOUR 7:PRINT TAB(0,0);"

":ENDPROC

1130PROC_ASTERIODS:TIME=0:REPEA
T UNTIL TIME>=40:GOTO 1120

1140REM*****SHIP

1150DEFFPROC_SHIP:COLOUR 128:PRI

NT TAB(A,B);":A=X:B=Y:COLOUR 6
:PRINT TAB(X,Y);":ENDPROC

1160REM*****ASTEROIDS

1170DEFFPROC_ASTERIODS

1180FOR Z=2 TO 6 STEP 2

1190A\$(Z)=RIGHT\$(A\$(Z),19)+LEFT
\$(A\$(Z),1):A\$(Z-1)=RIGHT\$(A\$(Z-1
,1)+LEFT\$(A\$(Z-1),19):NEXT:COLO
UR 128:COLOUR 2

1200FOR Z=1 TO 5 STEP 2

1210PRINT TAB(0,(Z#2)+7);A\$(Z):

NEXT

1220FOR Z=2 TO 6 STEP 2

1230PRINT TAB(0,(Z#2)+7);A\$(Z):

NEXT

1240ENDPROC

1250REM*****LANDDED

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```

1260DEFPROC_LANDED:L=0:IF X=F+3
AND Y=22 THEN L=1
1270ENDPROC
1280REM*****KEY*****
1290DEFPROC_KEY
1300X=X-(INKEY(-67)=TRUE)+(-INKE
Y(-98)=TRUE)
1310IF X<2 X=X+1 ELSE IF X>18 X=X
-1
1320Y=Y+((INKEY(-74)=TRUE)*2)+1
1330IFY<7 AND X<>9 THEN Y=Y+1
1340IFY<7 THEN Y=Y+1
1350IF INKEY(-74)=TRUE THEN SOUN
D 2001B,-10,5,11
1360ENDPROC
1370REM*****CHECK*****
1380DEFPROC_CHECK
1390IF Y>20 GOTO 1410
1400IF MID$(A$(Y DIV 2-3)),X
+1,1)=CHR$129 THEN CR=1
1410IF Y<23 ENDPROC ELSE IF Y=2
5 OR (Y=23 AND ((X=F+4)OR(X=F+2))
)OR(Y=24 AND((X=F+1)OR(X=F+5)))
OR((X=F+3)AND(Y=23)) CR=1
1420ENDPROC
1430REM*****CRASH*****
1440DEFPROC_CRASH:*FX15,0
1450FOR N=15 TO 1 STEP -1:COLOU
R RND(3)+4
1460PRINT TAB(X,Y);CHR$(RND(3)+
235)
1470SOUND 0,-(N+RND(2)-RND(2)),
RND(2)+4,5
1480TIME=0:REPEAT UNTIL TIME>=5
:NEXT:LET LIVES=LIVES-1:IF LIVES
=0 THEN PROC_GAME_OVER
1490ENDPROC
1500REM*****PAUSE*****
1510DEFPROC_PAUSE:IF LEVEL=15 E
NDPROC
1520PAUSE=28-(LEVEL*4)-3:IF PAU
SE<0 THEN PAUSE=0
1530TIME=0:REPEAT UNTIL TIME>=P
AUSE
1540ENDPROC
1550REM*****GAME_OVER*****
1560DEFPROC_GAME_OVER
1570SOUND 0,-15,7,5:FOR P=100 T
O 250:SOUND 1,1,P,1:NEXT P:*FX 1
5,0
1580COLOUR7:PRINT TAB(5,16);"GAM
E OVER"
1590FOR N=1 TO 3:SOUND 1,2,100+N
*10,10:FOR M=1 TO 1000:NEXT,
1600FOR N=1 TO 9000:NEXT
1610IF SC>HI THEN PROC_HIGH
1620PRINT TAB(4,16);"ANOTHER GO
?";TAB(7,18);"(Y/N)"
1630I$=GET$

```



```

1640IF I$="Y"THEN YES=1:ENDPROC
:ELSE IF I$="N"THEN END:ELSE GOT
0 1630
1650REM*****HIGH*****
1660DEFPROC_HIGH:HI=SC
1670COLOUR 7:PRINT TAB(0,12);"
YOU HAVE TODAYS HIGHEST S
CORE"
1680FOR M=1 TO 8:FOR N=1 TO 7:V
DU 19,7,N;0,:TIME=0:REPEAT UNTIL
TIME>=10:NEXT:NEXT:ENDPROC
1690REM*****WIN*****
1700DEFPROC_WIN:SOUND 1,3,130,7
:FOR N=1 TO 1500:NEXT:FOR N=1 TO
33
1710READ Q,W:SOUND 1,2,W*7,Q:NE
XT N
1720DATA 4,9,4,5,4,5,8,5,4,9,4,
5,4,5,8,5,4,5,8,7,4,7,4,12,4,12,
8,9,4,5,8,5,8,5,4,5,8,7,4,7,4,12
,4,12,8,9,4,5,8,5,4,9,4,5,4,5,8,
5,4,9,4,5,4,5,8,5
1730FOR N=1 TO 5000:NEXT:SHIP=S
HIP+1
1740IF SHIP MOD 10=0 THEN ADD=5
1750FOR N=1 TO LEVEL+ADD:LET SC
=SC+1
1760COLOUR0:COLOUR131:PRINT TAB
(7,27);SC:SOUND 2,2,2,1:FOR Z=1
TO 200:NEXT,
1770ADD=0:FOR N=1 TO 2000:NEXT
1780LEVEL=LEVEL+1:IF LEVEL>7 TH
EN LEVEL=7:IF AST<>0 PROC_ADD:PR
OC_ADD
1790IF AST<>0 PROC_ADD
1800L=0:ENDPROC
1810REM*****ADD*****
1820DEFPROC_ADD
1830L=RND(6):P=RND(20)
1840IF MID$(A$(L),P,1)=CHR$129
THEN GOTO 1830
1850LET A$(L)=LEFT$(A$(L),P-1)+C
HR$129+RIGHT$(A$(L),20-(P+1)):E
NDPROC

```

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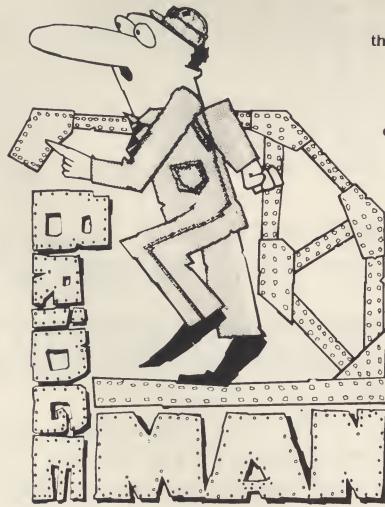


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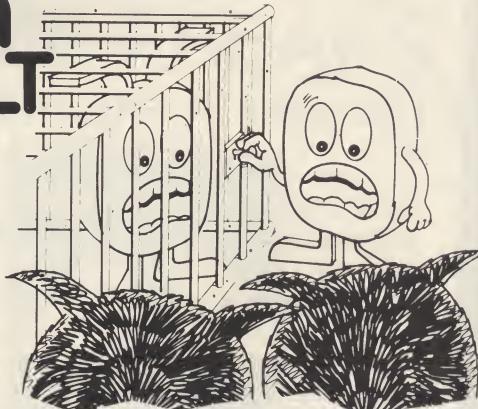
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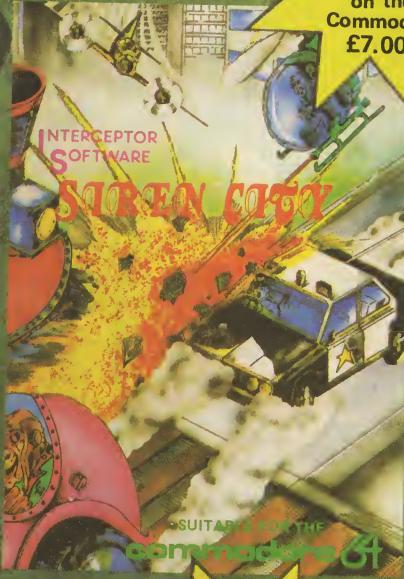
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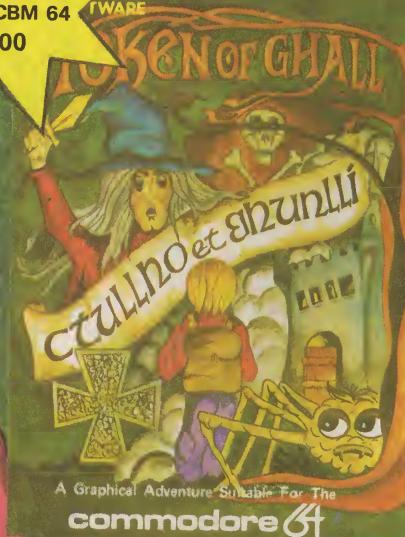


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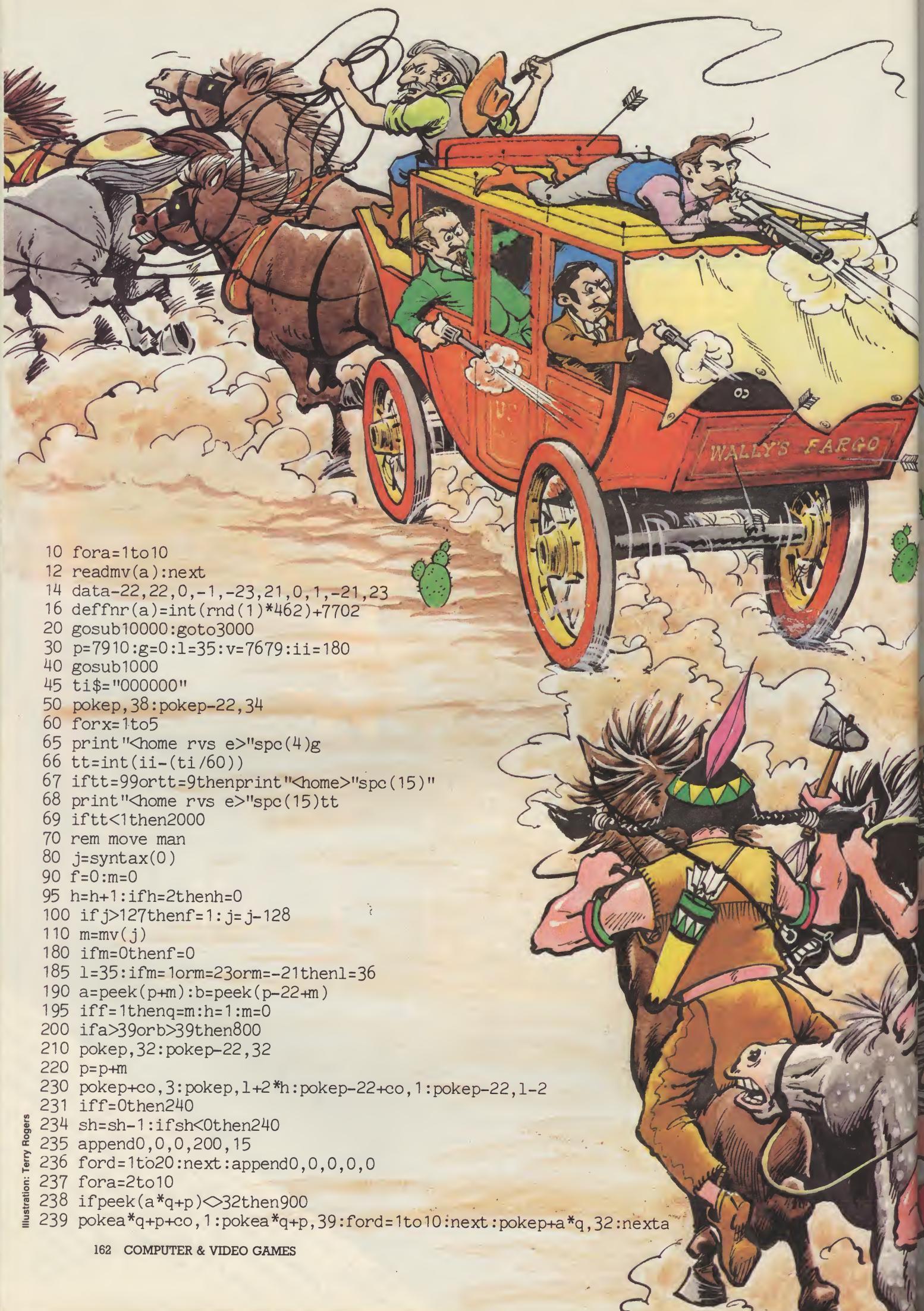


Illustration: Terry Rogers

```
10 fora=1to10
12 readmv(a):next
14 data-22,22,0,-1,-23,21,0,1,-21,23
16 deffnr(a)=int(rnd(1)*462)+7702
20 gosub10000:goto3000
30 p=7910:g=0:l=35:v=7679:ii=180
40 gosub1000
45 ti$="000000"
50 pokep,38:pokep-22,34
60 forx=1to5
65 print "<home rvs e>"spc(4)g
66 tt=int(ii-(ti/60))
67 iftt=99 or tt=9 then print "<home>"spc(15)"
68 print "<home rvs e>"spc(15)tt
69 iftt<1 then 2000
70 rem move man
80 j=syntax(0)
90 f=0:m=0
95 h=h+1:if h=2 then h=0
100 if j>127 then f=1:j=j-128
110 m=mv(j)
120 if m=0 then f=0
125 l=35:if m=1 or m=23 or m=-21 then l=36
130 a=peek(p+m):b=peek(p-22+m)
135 iff=1 then q=m:h=1:m=0
200 if a>39 or b>39 then 800
210 pokep,32:pokep-22,32
220 p=p+m
230 pokep+co,3:pokep,1+2*h:pokep-22+co,1:pokep-22,1-2
231 iff=0 then 240
234 sh=sh-1:if sh<0 then 240
235 append0,0,0,200,15
236 ford=1to20:next:append0,0,0,0,0
237 fora=2to10
238 if peek(a*q+p)>32 then 900
239 pokea*q+p+co,1:pokea*q+p,39:ford=1to10:next:pokep+a*q,32:nexta
```

WILD WEST

```

240 rem move neemee
250 ifpeek(w(x)+d(x))<>32then700
260 pokew(x),32:w(x)=w(x)+d(x)
270 pokew(x)+co,3+4*h:pokew(x),44+rnd(1)*2
280 rem gold
290 ifn=1then360
300 n=1:pokev,32:sh=6
310 v=fnr(1)
320 ifpeek(v)<>32orabs(p-v)<88then310
330 pokev+co,7:pokev,43
340 append0,0,240,0,15:ford=1to10:next
350 append0,0,0,0,0
360 nextx
380 z=fnr(1)
390 ifpeek(z)<>32then60
400 pokez+co,5:pokez,41
410 goto60
700 rem neemee has hit
710 a=peek(w(x)+d(x))
720 ifa<39then2000
730 pokew(x),32
740 q=fnr(1)
750 ifpeek(q)<>32orabs(p-q)<88then740
760 w(x)=q
770 d(x)=(int(rnd(1)*3)-1)+22*(int(rnd(1)*3)-1)

```

```

780 ifd(x)=0then770
790 goto270
799 rem man hit
800 ifa=46orb=46thenm=0:goto230
810 ifa=43orb=43thenprint"<home rvs f>t0cde"
:g=g+10:n=0:goto210
820 ifa>43orb>43then2000
830 gosub9200:m=0:goto230
899 rem bullet hit
900 c=peek(a*q+p):r=a*q+p
910 forb=1to10
920 poker,40:append0,0,0,160,15:ford=1to10:next
930 poker,c:ford=1to10:next:append0,0,0,170,10:next
935 append0,0,0,0
940 ifc=43thengosub9100:n=0:pokev,32:goto240
950 ifc=46thengosub9100:goto240
960 ifc>43thengosub9100:g=g+10:goto990
970 ifc=41thenpokea*q+p,42:goto240
980 poker,32:goto240
990 forc=1to5:ifw(c)=rthenw(c)=7725:poker,32
991 nextc
995 goto240
1000 rem set screen
1010 print"<clr rvs e>gold+ <crsr rght>time"
1015 co=30720
1020 backup0,4,7,7
1030 fora=7702to7723

```

Howdy partners! My name is Chisholm Gulch, and I'm sheriff of this here township, Vicville. Right now, I'm on the trail of some lost gold — but the nasty Neemee tribe are on the warpath and making my life somewhat difficult. That's why I need your help. I need a posse to ride out with me to get the gold and fight off the injuns! How about it partners?

Well, if you decide to help the Sheriff of Vicville this is what you'll be up against. You have to move the Sheriff around the screen collecting gold nuggets. Additional points can be gained by shooting Neemees who come after you.

The Sheriff is armed with a six-shooter which he can shoot at Neemees or cacti with to clear a path to the gold. After he has used up six shots the Sheriff must pick up a nugget to get more ammunition.

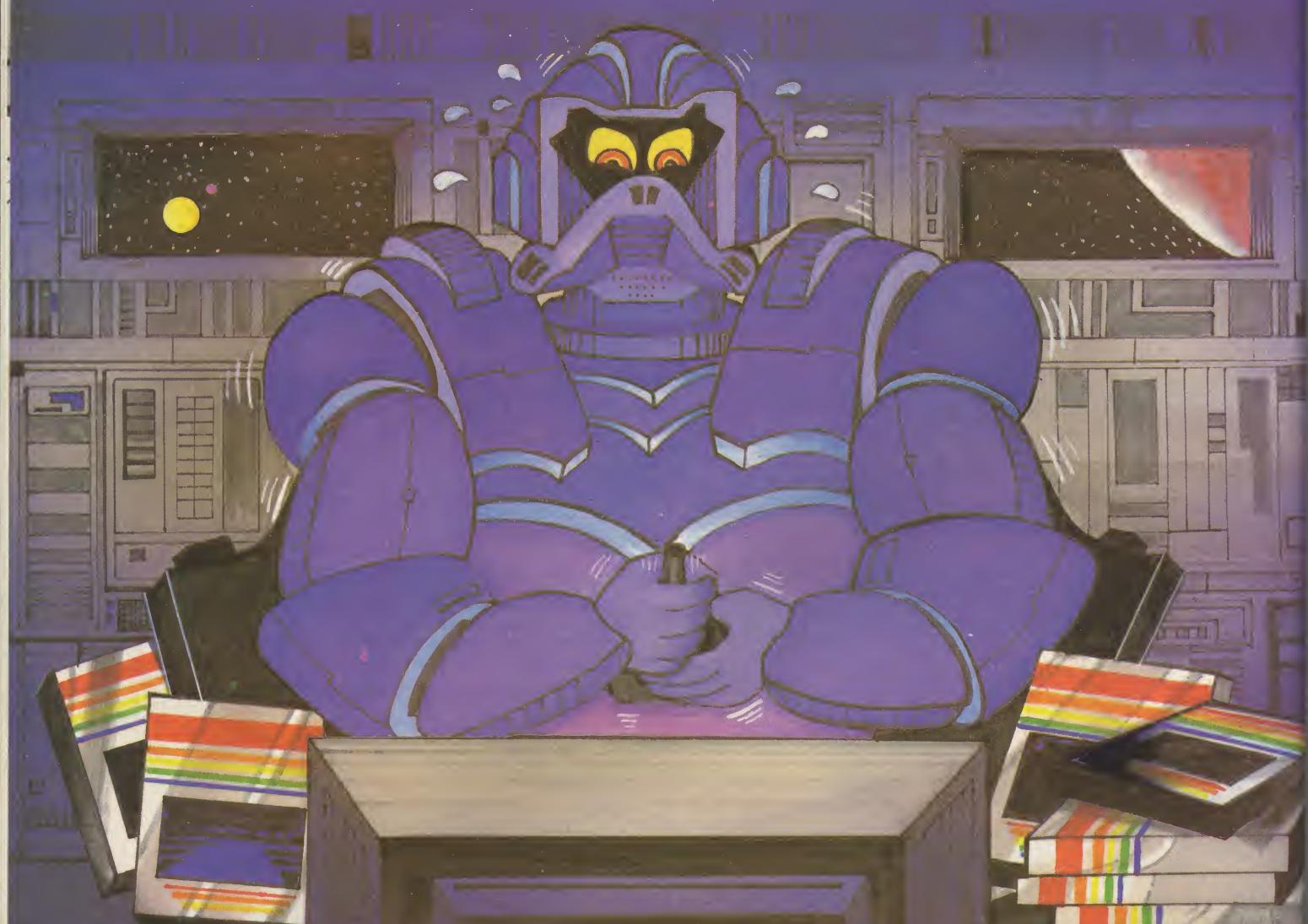
Variables

p—players position
 v—position of gold
 ii—time limit
 w(x)—neemee's position
 d(x)—neemee's direction
 n—flag. Is gold on screen? n# n = 1:yes
 sh—number of shots left in gun
 co—30720, add to screen position to get colour position.
 g—amount of gold held by player

BY STEPHEN LANGSTAFF

RUNS ON A VIC 20 WITH SUPER-EXPANDER
AND JOYSTICK IN 6.5K

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You are going to need all the light years you can muster if you are to conquer the latest mindwarping cartridges from Imagic.
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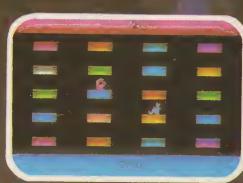
FATHOM

As a seagull, flap your wings and fly for shore. Touch the clouds and they'll disappear! But beware of blackbirds. Search the shoreline, but don't get seared by the volcanoes.



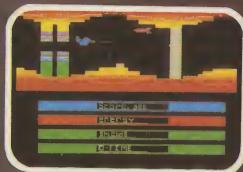
MOONSWEeper

Miners are trapped on Jupiter's moons — U.S.S. Moonsweeper to the rescue! Meteors hurtle past. Choose a moon and land if you can — or dare.



QUICK STEP

Become a Kangaroo in this latest wild and wacky game. Bounce from trampoline to trampoline in pursuit of points, but you'd better hop to it.



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Telephone: 0455 610770

```

1040 pokea, 46:pokea+co, 10
1050 pokea+462, 46:pokea+co+462, 10
1060 next
1070 fora=7702to8164step22
1080 pokea, 46:pokea+co, 10
1090 pokea+21, 46:pokea+co+21, 10
1100 nexta
1110 fora=1to20
1120 x=fnr(1)
1130 if peek(x)<>32then1120
1140 pokex, 41:pokex+co, 5
1150 nexta
1160 fora=1to5
1180 x=fnr(1)
1190 if peek(x)<>32orabs(p-x)<66then1180
1200 pokex, 44:pokex+co, 7
1210 w(a)=x
1220 d(a)=(int(rnd(1)*3)-1)+22*(int(rnd(1)*3)-1)
1230 if d(a)=0then1220
1240 nexta
1250 rem move man in
1300 forx=7901top
1310 a=peek(x):b=peek(x-22)
1320 pokex, 38+2*(int(x/2)*2=x):pokex+co, 5
1330 pokex-22, 34:pokex-22+co, 5
1340 fory=15to0step-1
1350 append200, 0, 0, 200, y
1360 nexty
1365 ford=1to100:next
1370 pokex, a:pokex-22, b:nextx
1380 return
2000 pokep, 32:pokep-22, 32
2002 fora=1to50
2004 backup0, 6, 1, 7
2006 backup0, 5, 1, 7
2010 nexta
2015 print "Game over"
2020 poke7927, 38:poke7905, 34
2030 poke7937, 37:poke7915, 33
2035 gosub9100:ford=1to500:next
2040 forb=7928to7936
2050 pokeb, 39:ford=1to80:next:pokeb, 32:next
2055 tn=0
2060 forx=7915to8157step22:pokex, 44:pokex+co, 7
:append240+tn, 240+tn, 0, 0, 15
2062 ford=1to100:next:append0, 0, 0, 0, 0:pokex, 32
:tn=tn+1:nextx
2070 print "<rvs f>t2s2ars3drs2ars3drs2t7at6fgt7dt6r"
2075 print "<rvs f>t2s2ars3drs2ars3drs2t7at6fgtrs3c"
2080 ford=1to2000:next
2090 print "<rvs e 2crsr down>)press fire to play))"
2100 ifsyntax(0)<128then2100
2105 n=0
3000 backup5, 5, 0, 2:print "<clr>"
3010 print "<2 crsr down>)))) wild west))))"
3020 print "<crsr down>you are the sheriff of"
3030 print " peaceville"
3040 print "<crsr down>a small town plagued"
3050 print " by neemees - - - - -"
3055 ford=1to1000:next
3060 print "<2 crsr down>press fire to continue"
3070 ifsyntax(0)<128then3070

```

```

3080 print "<clr 2 crsr down>you are controling"
3090 print "<crsr down>the character !<crsr down
crsr left>@"
3100 print "<2crsr down> do not sit on the "
3110 print "<down>c a c t u s)" plant"
3120 print "<crsr down> lit does hurt  $\frac{2}{3}$ ""
3130 print "<crsr down> 1
3135 ford=1to1000:next
3140 print "<2 crsr down> press fire
to play"
3150 ifsyntax(0)<128then3150
3160 goto30
9000 rem sounds
9099 rem ricochette
9100 fora=15to1step-.7
9110 append0, 0, a+235, a+235, a
9120 nexta
9130 ford=1to40:next
9140 append0, 0, 0, 0, 0
9160 return
9199 rem ouch
9200 print "<home>"spc(15)"ouch)"
9201 backup0, 7, 1, 5
9202 fora=15to0step-.5
9210 append0, 240, 237, 0, a
9220 nexta
9225 ii=ii-1
9230 append0, 0, 0, 0, 0
9231 backup0, 4, 1, 7
9235 print "<home>"spc(15)""
9240 return
10000 rem set graphics
10010 poke52, 29:poke56, 29
10020 poke51, 0:poke55, 0
10030 fora=0to511
10040 pokea+7168, peek(a+34816)
10050 nexta
10060 forb=0to111
10070 readd
10080 pokeb+7432, d:next
10090 poke36869, 255
10095 return
10100 data0, 14, 31, 54, 30, 2, 14, 4

```

10110	data0, 112, 248, 108, 120, 64, 112, 32
10120	data127, 13, 13, 12, 18, 161, 67, 0
10130	data254, 176, 176, 48, 72, 133, 194, 0
10140	data239, 61, 13, 15, 28, 23, 49, 0
10150	data247, 188, 176, 240, 56, 232, 140, 0
10160	data24, 24, 0, 0, 0, 0, 0, 0
10170	data153, 90, 36, 195, 195, 36, 90, 153
10180	data0, 8, 42, 42, 46, 56, 8, 8
10190	data0, 0, 0, 0, 46, 56, 8, 8
10200	data0, 48, 62, 126, 254, 248, 240, 112
10210	data60, 126, 222, 126, 14, 60, 20, 54
10220	data60, 126, 123, 126, 112, 60, 40, 108
10230	data170, 190, 150, 170, 150, 170, 190, 170

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Available for Commodore 64 £7.50 and VIC-20 £6.



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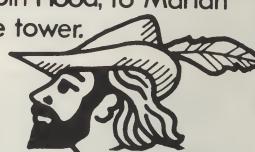
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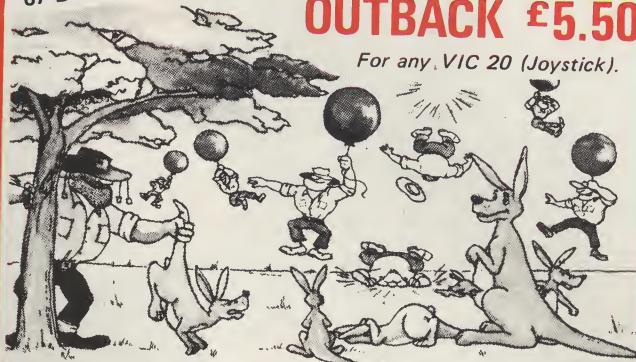
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by Richard Wilcox

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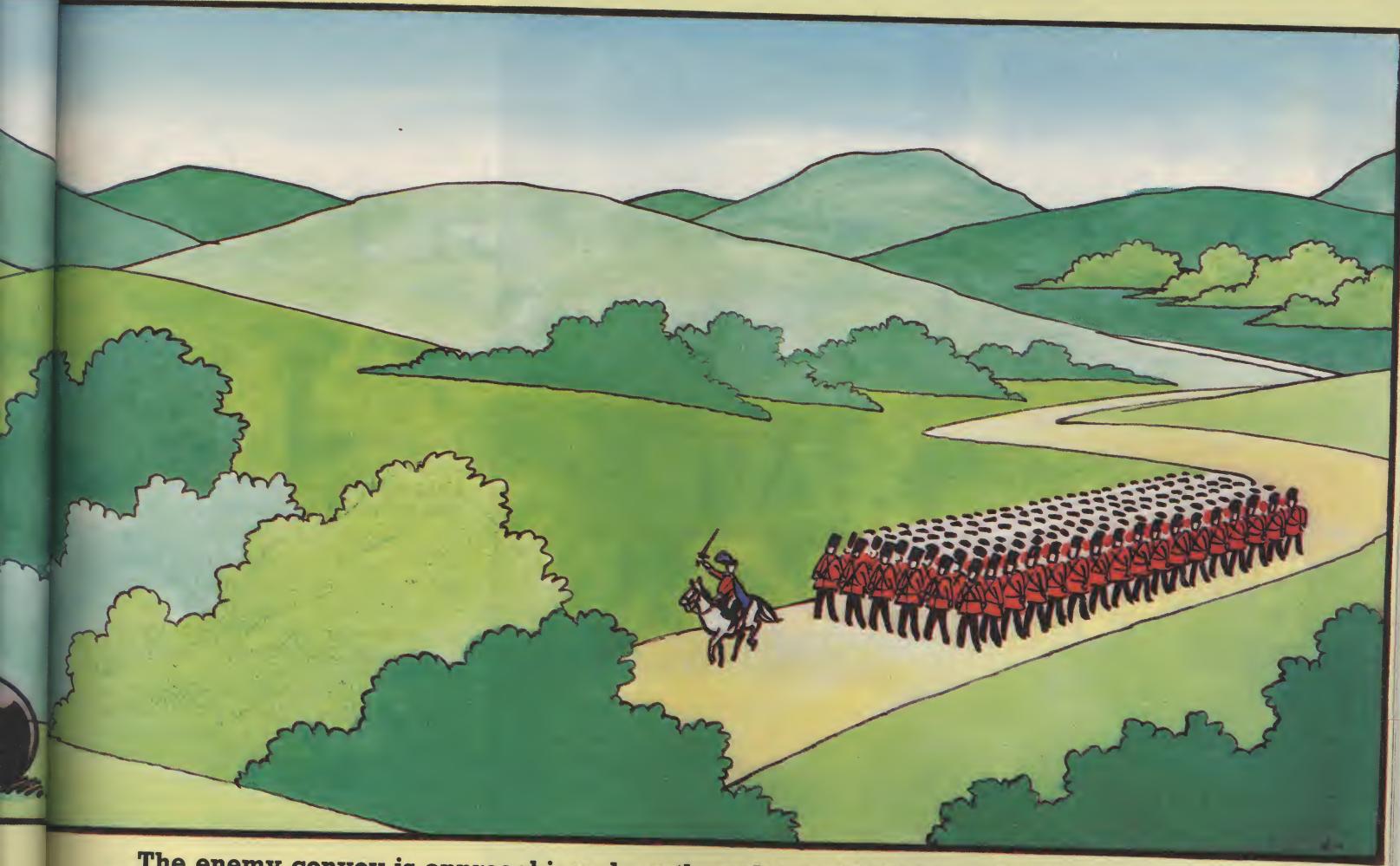


BY MICHAEL RICHARDSON

GUNNER

RUNS ON A DRAGON IN 32K

```
70 T=1
80 CLS
90 GOTO 110
100 CLS:PRINT"YOU MISSED AGAIN!!!! YOU SHOULD BE COURT-MARTIALED!! AND ALSO THE WI
ND HAS CHANGED!!"
105 SCREEN 0,1
110 X=RND(100)
120 PLAY"T25\ABFGBARBGFBA"
130 PRINT"THE WIND IS TRAVELLING AT",X,"KM PER HOUR WITH YOU."
140 PRINT:INPUT"How MUCH GUNPOWDER TO USE(1 KG TO 100 KG) AND THE ELEVATION OF
THE GUN OF 30 TO 90 DEGREES ",P,E
150 IF E<30 OR E>90 THEN 140 ELSE 160
160 IF P<1 OR P>100 THEN 140
170 GOTO 200
180 CLS:PRINT"YOU MISSED!!!! YOU WILL HAVE TO TRY AGAIN!":GOTO 120
190 GOTO 130
200 PMODE 3,1:SCREEN 1,0:CLS
210 LINE(0,190)-(255,190),PSET
220 CIRCLE(30,40),20,,1,0,1
230 PAINT(30,50),2,4
240 LINE(100,190)-(104,180),PSET,BF:CIRCLE(102,175),10,,1,0,1
250 LINE(120,190)-(124,180),PSET,BF:CIRCLE(122,175),10,,1,0,1
260 LINE(140,190)-(144,180),PSET,BF:CIRCLE(142,175),10,,1,0,1
270 LINE(160,190)-(164,180),PSET,BF:CIRCLE(162,175),10,,1,0,1
```



The enemy convoy is approaching along the only road left open after your troops took control of all the bridges. Your job is to stop that convoy reaching its destination. You are in command of a field gun hidden behind some trees. You must judge the speed and distance of the approaching convoy and fire at it — aiming to cause as much destruction as possible. But it's not as easy as it sounds. You have to take into account the speed and distance of the approaching convoy. And there is a tricky wind blowing which could throw all your calculations out by a mile — literally! You have to judge how much powder to use and the elevation of the gun before blasting away at the enemy. Can you stop the convoy?

Program notes:

Lines 110: wind. 150-160: errors. 200-350: sets up screen. 330-370: hit or not.

```

280 PAINT(102,175),1,4:PAINT(122,175),1,4:PAINT(142,175),1,4:PAINT(162,175),1,4
290 DRAW"BM32,190/U5/R5/E7/F3/G4/R2/D5/"
300 PAINT(38,186),2,4
310 DRAW"BM215,190/BU2/U5/R4/U3/R10/D8/L2/D3/L2/U3/L6/D3/L2/U3/L2/"
320 PAINT(217,187),2,4
330 Z=E/100
340 Q=((P+(X/2))/Z)
350 CIRCLE(36+Q,190),Q,,Z,.5,1
360 W=92-Q
365 SOUND 34,10
370 IF W>-4 AND W<4 THEN GOTO 400 ELSE 380
380 IF T>25 THEN GOTO 480
390 FOR C=1 TO 1000:NEXT:T=T+1:IF T>10 AND T<12 THEN GOTO 100 ELSE GOTO 180
400 PLAY"01V31T2L4GGL8GGL4B-RRGGF+G"
410 FOR W=1 TO 500 :NEXT
420 CLS:PLAY "T8V3104GL3C03CDDFCCFDECC04GL3C":PRINT"WELL DONE, YOU HIT THE ENEMY
CONVOY IN";T;"SHOTS"
430 PRINT"DO YOU WANT ANOTHER GO(Y/N)?"
435 SCREEN 0,1
440 A#=INKEY#
450 IF A#="Y" THEN 10
460 IF A#="N" THEN 470 ELSE 440
470 END
480 CLS:PRINT"YOU HAVE RUN OUT OF AMMUNITION YOU FOOL!!!":GOTO 430

```



Problem. Simulating an aircraft on a small microcomputer and depicting the 3-D world outside through the eyes of the pilot.



Problem. Turning the Spectrum's numerical abilities into powerful verbal skills combined with a huge vocabulary.

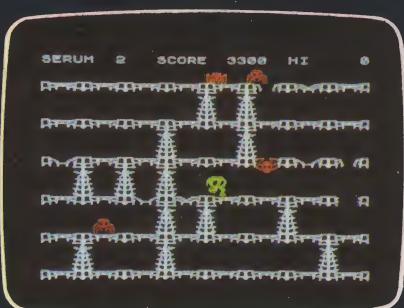
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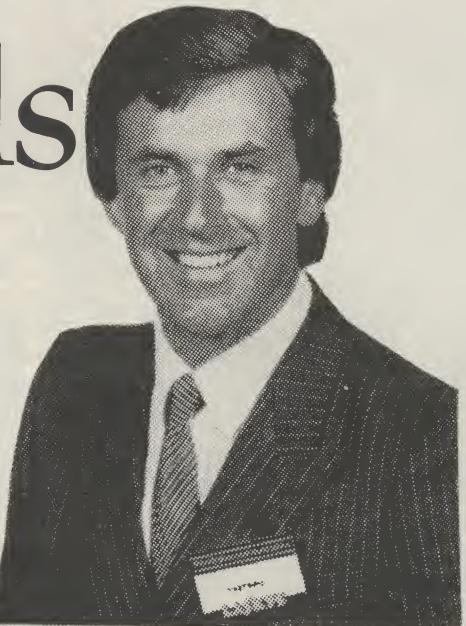
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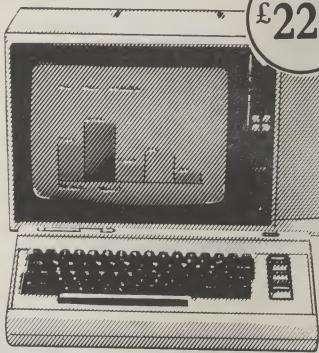


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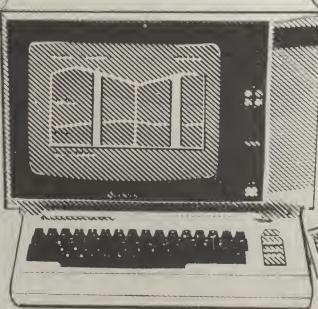
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PROGRAM EXTRA

This issue sees the start of a brand new feature devoted to helping you get more out of the games listings in *Computer and Video Games*.

Program Extra is going to bring you the inside story on what makes the games in *C&VG* that little bit better than the rest and hopefully help you write great games programs of your own.

The aim of Program Extra is to show the innovative and original ideas our programmers have used to create their stunning arcade style games.

We don't want Program Extra to be a one sided affair, so we're offering £10 for any tips or short programs that you think might put that extra added ingredient into your fellow readers' programs.

The first game to come under the scrutiny of our Program Extra supremo, Seamus St John, is Andrew Brown's excellent version of the arcade hit Q*Bert for the BBC model B computer.

You might have imagined that Q*Bert took Andrew many weeks to perfect, but nothing could be further from the truth. The game took only two days to complete.

One of the main problems that Andrew had to overcome was being able to move Q*Bert across the pyramid without actually rubbing it out.

He solved this by employing the VDU5 command, which appears to allow you to have objects in the foreground and the background. In this particular case the character Q*Bert is in the foreground bouncing across the surface of the pyramid in the background.

The VDU5 command also lets you create multi coloured shapes by superimposing defined characters on top of each other.

Andrew got the idea for the game while playing Q*Bert in a local arcade. That evening he went home and designed the pyramid in what he called an "exercise in programming", and by the end of the next day the game was finished.

Buying BBC programmers can learn a lot from Andrew's game. He uses a very structured style of writing and his program includes quite a few "magic" tricks.

One of these is clever use of the GCOL statement to produce smooth and

very fast animation. This method of animation is difficult to use, you'll need to study the Q*Bert listing and the BBC manual to grasp it but I can assure you it's worth the effort.

One thing the author said he would change if he had the chance is the keyboard scanning routine. Instead of using INKEY\$(O) Andrew would change to INKEY-(required number) this would give the game improved keyboard response. Why not try it out when you type in the listing?



The author of our Sharp program, Cyborg, is an old hand at writing games. Craig Shorland has already had several of his earlier efforts published. Craig reckons that the best way to write a program is to get as far away from your computer as possible! Old fashioned pen and paper are what he turns to when he begins to develop a new game.

Drawing up a flow chart — a kind of shopping list and computer map rolled into one — is an invaluable aid when writing concise, uncluttered programs.

Flow charts also give you a permanent record of what you plan to do once you forget or go a little off track.

Craig says that anyone can write a good game program. All you need to do is take a little time and care to plan the program in advance.



In next month's issue *Computer and Video Games* will be printing a game for the Spectrum which we think rates as one of the best we've ever published. Mark White's Demolition is easily up to the standards of most commercial software. Program Extra will hopefully reveal a few of Mark's secrets!

And remember *Computer and Video Games* is always on the lookout for new and original games. From next issue we'll be paying £25 to the designer of the program we decide is *C&VG*'s Game of the Month. Each Game of the Month will get special treatment — including an interview with the designer in Program Extra. So get programming!



That about wraps it up for this month. Except to say that if you have any difficulty understanding how any of *C&VG*'s listings work, or would like to know how to use parts of the programs in your own games then please don't hesitate to write in.

We're not quite sure whether the World's ready for these games... but we've released them just the same.



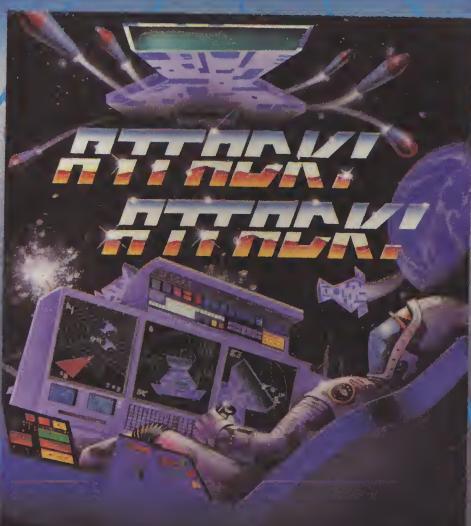
The Marcon Empire have invaded Earth and enslaved the population. An endless stream of stellafighters now plunder the earth's mineral wealth, draining the very lifeblood of the planet.

A small band of freedom fighters are still operating from an abandoned mining station on the Moon; one of them is you.

You set out from your secret base your first objective is to manoeuvre through the barrier of orbital space mines to one of the enemy recharging stations to re-charge your sodium lasers, then you will be able to return with your mission of destroying the invading stellafighters.

There is a rumour of a Marcon munition plant near by, heavily defended by missiles, only you could locate and plunder it; your band of avengers would then have enough fire power to strike a massive blow to freedom... or die in the attempt.

Avenger is for the Dragon 32.



Your mission: destroy the Etron rocket base on the planet Hagon.

Piloting the most sophisticated space fighter yet conceived you know that if your mission fails the awesome Etron rocket attacks will destroy your galaxy.

Entering the fearsome space tunnel, the first of Hagon's many sophisticated defence systems, every fibre of your being is filled with dread. The Hagon fleet have been alerted and wave after wave of Astrotighters come hurtling toward you. As you battle your way to the end of the tunnel you begin to realise just how suicidal this mission could be.

Zooming through Hagon's defensive asteroid belt your concentration intensifies, you have only a fraction of a second to differentiate between asteroids, space mines and Etron rockets as they flash toward you.

Hugging the planet's surface, dodging defence poles and trying to deal with everything else the Hagon's throw at you, you remind yourself that the fate of an entire galaxy rests on the outcome of your mission, you must succeed. Quasar is for the Commodore 64.

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ELEKTRO STORM

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HOPPER

Help FERGUS and his friends across the highway avoiding the traffic, and then over the treacherous river on the backs of turtles and logs to the safety of the lilly pond.
Features include: 6 lanes of traffic, diving turtles, crocodiles & flies.

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LIGHT CYCLE

The MASTER CONTROL PROGRAM has ordered you to race your light cycle on the infamous grid. This is an incredibly fast, adrenalin pumping game that is very addictive. There is an option to race against either another player or the computer — but we warn you its very very good!
**SPECTRUM
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in the maze — one touch with these means instant death!

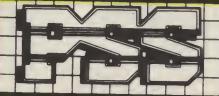
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PANIC

"It must be a nightmare" he screamed as he ran around the maze of floors, desperately climbing ladders to different levels in a vain attempt to evade the monsters.

He had only his neutron hammer to dig holes for the vile creatures to fall into, but even then he had to repeatedly hit them before they dropped to their deaths. As if that wasn't bad enough, the oxygen supply was running out!

SPECTRUM 48K 5·95



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ZALAGA

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THE ULTIMATE BBC SPACE-GAME



Seated at your computer, streams of multi-coloured aliens swirl past your laser-base into formation. The first squadron appears harmless, but later waves will avenge the deaths of their comrades with increasing ferocity. To combat the swooping bomb dropping meanies, you may try to link up a pair of laser-bases and **double your fire power!** Your progress through successive phases will be rewarded by challenge stages, where large bonuses may be earned. The game builds up to a dizzying crescendo of high speed motion where instant reflexes and pure technique are your only hope of survival...

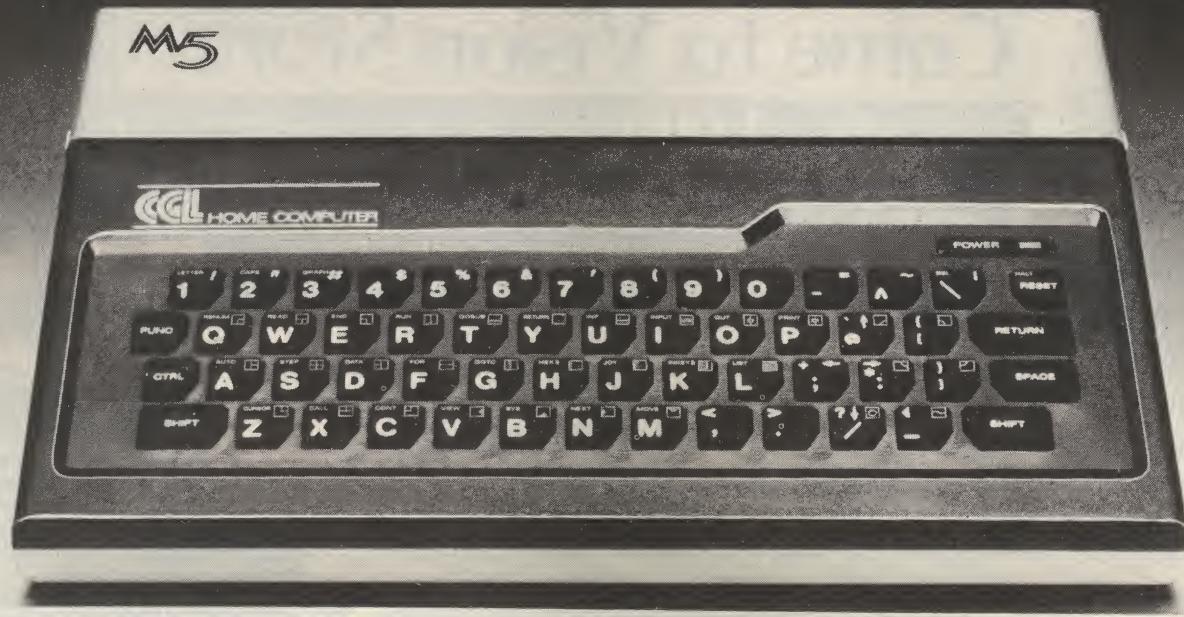
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AT LAST, A HOME COMPUTER THAT IMPROVES WITH AGE.



It's surprising how many first-time relationships with a home computer go sour with age.

You buy an attractive, discounted little machine so that you and the children can learn about computers.

Instead, you learn about its limitations: the dull graphics. The plugs that fall out. The cheap power supply. The unalterable "beginners" language. The stiff, fragile keys. No provision for future developments. If only you'd looked around a bit in the beginning... "Quality costs a little more, but it's usually worth paying for" (Personal Computer News - CGLM5 Review, June '83.)

The CGL M5 is designed and built by Sord, one of Japan's leading computer specialists, with three main ideas in mind.

First, to be easy and fun to learn and operate.

Second, to be rugged enough to last through hours and hours of operation.

And third, to form the basis of a powerful, versatile home computer system that won't need replacing until you're ready for a dedicated business system.

Built to learn

The CGL M5 is designed to be easy for non-geniuses to use.

"On the M5, most of the work is done for you, and all that is left is the need to work out what to do next, rather than how to do it." (Personal Computer News, June '83.)

If you make a mistake, you can correct it with a simple movement of the cursor. So you only correct that mistake, not a whole line; nor do you have to indulge in complex edit commands.

Budding video game designers and computer artists will love to get their hands on the 16 colour graphics and 32 moveable images called "sprites".

"The M5 makes professional graphic

effects very simple for even the beginner to achieve." (Personal Computer World, Aug. '83.)

Built to last

"It works first time, doesn't need a lot of mollycoddling and jiggery-pokery to persuade it to continue to do so, and what's even better, it continues to work well. You don't have to balance cold cartons of milk on the top, shove matches in the back to keep the plugs in, or press the keys with several pounds of force to make them respond." (Personal Computer News, June '83.)

Being able to build things that work and carry on working without endless maintenance is something at which the Japanese seem to excel.

Built to grow

To be truly versatile, a home computer has to understand very different things.

So you need different "languages," which the M5 provides by supplying part of its memory in plug-in cartridges.

"The M5 eliminates the worst limitations on machines at this level, which is that they tend to be stuck with whatever language is provided by the management." (Personal Computer News, June '83.)

The computer is supplied complete with a Basic-I cartridge, a standard integer BASIC language and a simple learning text.

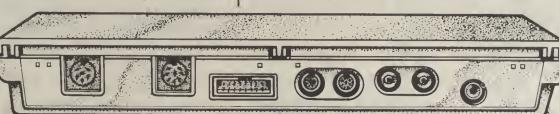
Plug in the Basic-G cartridge, and you can access the M5's incredibly sophisticated graphic and sound capabilities which are far in advance of similarly-priced computers.

Move on to the Basic-F cartridge, and you have scientific, technological and statistical computing power usually available only

on big computers with equally big price tags.

The FALC cartridge provides a tailor-made language for data management, spreadsheet accounts and business problems. Combine FALC with a disc and you could "turn the M5 into a small business machine." (Personal Computer Magazine, August '83.)

Now, take a look at the back of the M5.



Notice the sockets (usually an extra) for a standard

Centronics-type printer, the separate video monitor and hi-fi sound output.

Even the language cartridge socket has hidden potential:

"Unlike most such sockets, this one has 56 internal lines connected to it giving access to just about every function in the computer. This means that just about everything you can think of can be added onto the computer, ranging from a Prestel interface to second processor to use as an intelligent terminal on a timesharing computer..." (Electronics - The Maplin Magazine, March '83.)

Take a look at the home computer that will improve with age.

For a full technical specification of the CGL M5, details of the wide range of supporting software and to find out where to see a complete demonstration, send the coupon to: CGL, CGL House, Goldings Hill, Loughton, Essex IG10 2RR. Telephone number: 01-508 5600.

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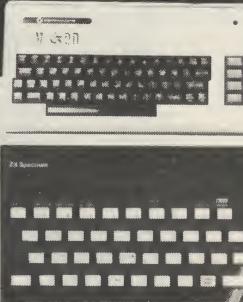
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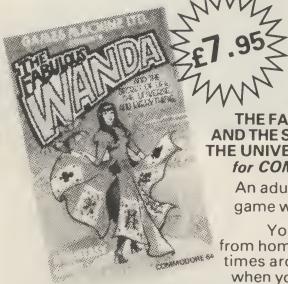
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Fabulous Wanda, a hostess in the Spaced-Out Inn in
Highsville on the planet COPUS. You are teleported
down to Highsville where the Customs man
demands money for Teleport Tax. There is a video
game in the Terminal with 3 credits left.
Now you are on your own and you must decide how
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various establishments to enter and

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Designed with people of all ages in mind this
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Flash by guiding him to collect the matching OGLE,
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Poor Gordon! His drainpipes are blocked again and
the only way to clear them is to drop barrels down
them. Gordon stands on the top of his roof with 5
barrels. When the game starts he'll roll one down the
roof. Press **SPACE** to drop it through the roof
accurately into the centre of a drainpipe and you'll
score the number of points in the pipe, which will
start to flash, and Gordon will get the barrel back for
another go. The barrel will be lost if the drop is
inaccurate, or into a pipe already filled, but - Flash
the dog is on hand! If you know you're going to lose
the barrel and you can see Flash peeping out from
the bottom-right corner, press **D** and Flash will save it!
Once you clean all 5 pipes, you will get a bonus,
but there's a surprise in store before you get the next
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Snails specially imported from West Africa are
being kept in Dr. Van Winklehoff's laboratory for
genetic experiments. The Doctor has turned them into
a super-breed of snail who now leave behind a
trail of super glue that will trap any snail touching it.
Two of the snails, continually moving and
controlled by the players, escape from their pens
into the laboratory. Unfortunately, only one of the
snails can escape from here into the outside world
without raising the alarm. You must therefore trap
your opponent and then try to escape through the
small door which will then appear.

Features:- * Fast Action - 100% Machine Code
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EGBERT

for COMMODORE 64

A fast Arcade Action Game
for all the family to play.
Written in 100% Machine
Code for super-fast action!
Egbert works on the
production line at 'LEYSPACE'
It was a comfortable life until
the invasion of the 'TEBBITES'
from the planet TOR. Egbert's union has
been exterminated and the Tebbites have left their
deadly Pets running wild in the workplace. As if that
wasn't enough, the evil invaders have forced Egbert
to take care of an Egg - damaging the Egg will have
fatal consequences for poor Egbert. Egbert is now
on piecework - can he earn a decent wage? Can he
even survive? **WARNING!** You may get an ulcer by
playing this game.

SIX LEVELS OF SKILL ANYBODY WHO CAN DO
LEVEL 6 SHOULD WRITE AND LET US KNOW!

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Remember that all programs printed in the magazine are worth £10 to the authors. If the creators of last month's Apple program and also Atari's Missile Attack could contact me I'd like to hear from you!

SOUND ADVICE

Hints for the Atari still flood in thick and fast.

This one comes from Adam Davis of York. He says that typing POKE 54018,52 will enable you to start the cassette recorder just by pressing play. This saves you having to type CLOAD. You can then access the heads easily for cleaning, or play music through your TV speaker. (The light program, perhaps?)

VIC BEEPS

Chris Bond of Selby, North Yorkshire, sent me this Vic tip which should run on any model.

It will sound a beep whenever a key is pressed, similar to the Atari keyboard. This saves you having to look up to check whether the key has been registered. Once you have typed in the program and run it, you can type NEW but the beeps will continue.

10 FOR T= 0 TO 65:READ N: POKE 828+T,N: NEXT T

20 SYS 828: REM this turns on the beeps.
30 DATA 120, 169, 3, 141, 21, 3, 169, 73, 141,
20, 3, 88, 96, 165, 197, 201, 64, 208, 3, 76, 191
40 DATA 234, 120, 169, 92, 141, 20, 3, 88, 76,
191, 234, 169, 13, 141, 14, 144, 166, 87, 232
50 DATA 169, 208, 141, 12, 144, 224, 16, 208,
12, 162, 0, 142, 12, 144, 120, 169, 73
60 DATA 141, 20, 3, 88, 134, 87, 76, 191, 234

HORACE AND THE BUGLETS?

There seems to be even more buglets creeping into professional software. After Jetpac and Arcadia, here's one from Horace and the Spiders — again for the Spectrum.

James Mortleman writes from South Woodford, London, that if you walk backwards on the first sheet after clearing just a few of the obstacles, you will find yourself on screen 2. Useful, eh?

VIC TIPS

Remember that Vic tip from last time about SYS 256 being equivalent to LOAD? I know it isn't, but P. O'Connell from Whickham has sent me this routine which will allow SYS 256 to act as LOAD.

10 DATA 169, 1, 162, 1, 160, 255, 32, 186,
255
20 DATA 169, 0, 162, 255, 160, 255, 32,
189, 255
30 DATA 169, 0, 162, 255, 160, 255, 32,
213, 255, 76, 31, 19

40 FOR X=0 to 29: READ B: POKE 256+X, B: NEXT
and then use SYS 256 for LOAD.

BBC CHEATS

BBC tips have been quite scarce in Bug Hunter, so let's remedy that with this offering from Hardy Dore of Queens Park, Bedford.

Here's a way of cheating on Planetoids. If you're legal, decent, honest and truthful then don't read on. If you're not, press BREAK, type PAGE=&3COO (return) and LOAD "Plantl" (return).

When the program has loaded, enter line 150 ?&276B=&99 and then RUN. You now have 99 lives!

BUGGED 'PHONE

I often get telephone calls on the Bug Hunter 'phone (01-278 3881) saying "I've checked this program through a dozen times and it still won't work."

I inform the caller that many readers have had this game working that in most cases I've actually played it myself before it was printed — but I still cannot convince the caller of his or her error.

So you may be interested to read this letter from a reader in Essex.

"I recently wrote to you regarding a possible bug in the Ladder Maze program. I have now found that it was my typing that was at fault. I had typed a full stop instead of a comma at line 960.

Many apologies for this. Although I had checked my listing several times I had overlooked the error every time."

See, it's not always our fault! But even so, I'll still try to help you if you call me during office hours.

ZX CHEATS TOO!

For ZX81 owners, if you were envious of this month's cheating exercise for the BBC, here's one just for you.

It comes courtesy of D. Howie of Bedford — who tells me a way of breaking into auto-run cassettes. As to why anyone should want to stop a game from auto-running I cannot think, but here it is anyway!

Simply type FAST, (N/L) and then RAND USR 836 (N/L). This is similar to LOAD. Start the tape playing and all should go smoothly. Once loaded, you can list or run the program (so he says).

SUBSTRIKE — TEXAS

It may be going back a bit, but you may

PINBALL — SHARP

A minor bug crept into November's Pinball program for the Sharp. After the second quote marks on line 766, add a colon and then GOTO 780.

BY ROBERT SCHIFREEN



be interested to know why that Substrike program which you copied from June's issue for your TI99/4a didn't work. In line 1010, replace A=D1X with A=A+D1X and you should be able to move correctly.

ORIC-BARREL

The Oric program from November's issue, Toll out the Barrel, was printed in capitals, which made a few characters look rather odd. Line 500 is confusing. It should say ... B=B-40.

MANIC PHONES

Many thanks to Andrew Latham for the detailed description of how to get past the telephones in Manic Miner. I'll let you know if I manage it.

C&VG YEAR BOOK

The Computer and Video Games Yearbook for 1984 is now on sale, but unfortunately it has not escaped the infiltration of Mal and his team.

The Atari versions of Pirates and Polyps and Interstellar Intrigue both seem to be causing you lucky readers who have already got their hands on a copy some problems. If you drop us a line, enclosing an SAE, we'll put you right. The same goes for the Spectrum version of Pirates and Polyps. Please mark your envelope with the name of the program which you are interested in.

Well, that's it for another month. Don't forget that you can always talk to me about your computer problems on 01-278 3881. I've just had one of those posh answering machines fitted to the bug phone so if you are suddenly struck by a bug in the middle of the night or at the weekend you can leave me a message. You may also find that the machine is on during the day if I'm tied up with the dreaded Seventh Empire — someone has to type all your moves into the computer! — but leave me a message and I'll call you back.

THE SEVENTH EMPIRE

TRADING COMPETITION

Welcome back again to the Seventh Empire — let's start with the result of the trading competition.

This is the part of the game which anyone can enter, even if you're not a registered player in the game.

The idea is to predict which star will have the highest trade index for the coming turn.

The highest value this month is at Jadeg, which notched up a trade index of 1050. Unfortunately no one managed to predict this, so the prize goes back into the hat yet again.

The trade index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Traders coming to the start system are the sellers, and those leaving are the buyers.

Each star also has a trade value. Hearts are elixir stars and are worth 200 points. Diamonds are gem stars and are 150 points. Asterisks are energy stars (100) and circles are gateway stars (50 points).

The equation you need is ... Trade Index = Trade Value X(buyers/sellers). If you can predict which star will have the highest value, then there'll be some free software in it for your micro.

You'll have to act fast, though. Next month is the last turn of the game.

Send your entry in on a postcard or stuck-down envelope to Seventh Empire Trading Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

THE TOP SCORERS

The title of Hero of the Month for turn five goes to M. Walsingham of Surbiton, Surrey. He managed to clock up 4,250 points this turn. He must be fast approaching the top overall score which currently stands at 9,449 for all five turns.

Second this month is M. Dunnderdale of Longton, Preston, with 4,000. The rest of the top ten looks like this; 3rd Alan Sparkes

	As	Ba	Ca	Du	Er	Fa	Ga	He	Ix	Ji	Ko	Li	Mu	Nu	Op	Pu	Qa	Ri	So	Tu	Us	Va	Wi	Xu	Yu
Asol			1000	1000	333	500		1000		166					1000	100						1000			
Barov	250		500					500	1000						1000	1000	500	166	1000	1000	1000	1000	1000	1000	166
Cazuv	500	500		250	1000		1000	1000		111		1000			1000		333					1000			
Dusup	333		1000		1000	333		1000		1000	1000	333									1000	83	333		1000
Erak	250	500				500	166				1000	500	1000		250	1000		250							1000
Fadis	1000	1000	1000				1000	1000		250	500			250	1000	1000	1000	1000	250	1000					
Gazor	1000	1000	333		1000			1000	500	166				1000	1000								333		
Hezod	1000										500	250			500	500	500	500							1000
Ixip			250	333	166				250		250				200		1000	333							
Jinis	333	1000			1000	1000									1000	1000	1000								
Kolol	125		250	250	250		1000				1000	250	1000		333	1000	500	333							
Lizag	1000	1000	500				1000	1000			1000	1000			1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	
Mupip	1000	83	500			500	1000					500		1000	1000										1000
Nuzet	500			500	500	1000		500	333	83		500		500			1000					1000			500
Opod	1000					333		1000		333				1000					125		1000	500			
Pulud	1000		333				1000			250		1000					1000								
Qavuv		333				500		166		250		1000			125	333	1000								
Rivev	1000				166			250		500		1000													
Soner	166	333	500			1000				1000	1000	1000	333	1000	1000						1000	1000	1000		
Tubox	1000			250			250	1000			250	1000			1000	1000									1000
Usugx	500	500	500		1000		500	333	1000	166	333		1000				1000								
Vasux	1000	1000	~	500			500			1000	166	1000	1000	1000	1000	500		1000	1000	1000	1000	1000	1000	1000	
Widan			1000			1000	1000	250		250	500	500		250											333
Xugod	1000		333		500	250			250	500	250		250	250											
Yuses	1000		125		1000	500		1000	1000	500		500	1000	100		1000									62

of Havant, Hants (3,750), 4th K. Whitefield, Strood, Rochester (3,730). 5th is A. Jackson from Burnley, Lancs (3,500), 6th A. Taylor of Tarleton, Lancs (3,445), 7th G. Marshall of Redditch, Worcs (3,250), 8th T. White of Haxby, York (3,163), 9th is M. Allen of Fulham, London, with 3,100 and 10th is David Speight from Blackpool with 3000. Congratulations to all.

To find your own profit for this turn, look at the black and white table. Cargo profits are printed normally while plunder profits are white on black.

The names down the left column are the stars travelled from; the star travelled to is printed along the top.

Orders are now due in for turn six. This is the last turn of the game, and the player who comes out on top overall next month will be announced the grand winner. The lucky player will receive a brand new ColecoVision games centre.

Orders must be in by Friday 25th November. I keep a list of any orders which arrive too late to be included, so if you think that your moves may have been late give me a ring on the special phone number and I'll let you know.

If you are desperate, you can phone your moves in to the Bug Hunter answering machine, but ONLY during the weekend after the closing date. Your moves will then be added to the list on Monday morning.

Compare new star to the star you left Moving orders

MOVE:	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally?	
TRADE:	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally? Is it a different star type?	
RAID:	Is it 1 square away, vertically or horizontally but not diagonally?	Is it the first movement phase?
	Does it belong to an alien empire?	Is it followed by a Return order?
RETURN:	Is the fleet returning to a star belonging to the same empire as it left on the first movement phase?	Is it the second movement phase?
	Is it 1 square away, vertically or horizontally but not diagonally?	Does it follow a Raid order?
ATTACK:	Does it belong to an enemy empire?	If it's first movement phase, is it followed by a Stay order?
	Is it 1 square away, vertically or horizontally but not diagonally?	If it's second movement phase, did fleet move in its own empire on first movement phase?
STAY:	Is fleet staying at present star?	Was your first order anything but a Raid order?
CARGO, JUMP AND PLUNDER:	Does fleet start game turn at a Gateway Star?	Has it only one order over both movement phases?
	Does it move to a Gateway Star?	Is the other movement phase crossed out?
	Is it a different Gateway Star?	

Friendly = Empire which a fleet's current empire is not at war with.

Enemy = Empire which a fleet's current empire is at war with.

Same = Same empire as the one you've left.

Alien = A star belonging to an empire other than the one you left.

The Checklist Chart is one way of ensuring that you have not entered an illegal order which may result in one of your fleets becoming lost in space.

Whatever movement orders you have given each of your seven fleets, they should be checked against this chart. And if you can answer "Yes" to each of the questions set out there, then the move is a valid one.

If you come up with a "No" then the order is illegal in that context. In order to prompt "Yes" answers, some of the questions are phrased in an unusual way.

THE EMPIRE

BATTLE REPORT

There were 23 battles this month. Once again the defenders held out against the few attackers. Battle bonuses were all zero, except at Zapus (-2) and Girix (-3). The raid penalty for this month is again 1.

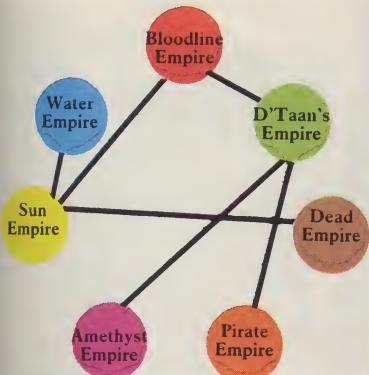
The Imperial Ships are positioned like this... D'Taans science Empire ship is at Soner and is now controlled by player 3201. The Sun Ship it at Widan is belongs to player 1781. The Pirate Ship was not moved last time, but can now be moved by player 2064. Bloodline is at Gazor (player 1780), Dead at Yuses (2300), Amethyst at Usug (player 1877) and Water at Mupip (2182).

COMMAND A SPACE TRIBE

The Galaxy of the Seventh Empire is torn by war and piracy. The merchants are as coldly calculating as the war fleets and the seven ruling empires earn and expect no loyalty from the thousands of tribes that inhabit the galaxy.

Playing off one warring empire against another, a cunning commander can keep his tribe in profit. But he must keep a close eye on the way the diplomatic wheels are turning and how other tribes' fleets are likely to respond.

He must know when to plunge into the risks of battle and try to alter the galactic map and he must use the space-jumping Gateways wisely, running merchandise or trading the profitable routes.



The Diplomatic Diagram

FOZUZ ○ 251	LARUB ◆ 222	YIBET ◆ 263	XOLIP ◆ 259	ITIL ◆ 206	FUNUS ◆ 230	LULIP ◆ 150	YANGK ◆ 222	XOKEG ◆ 400	ISOX ○ 220
VIZAX ○ 218	QIRUS ◆ 500	HAZAN ◆ 200	ABOB ○ 236	SONER * 200	VEPOZ ◆ 379	QATOT ○ 37	HEZOD * 118	ASOL * 407	SUXEK ◆ 142
BAROV * 321	WIDAN * 37	RURUS ○ 312	MUPIP * 62	NAXIG ○ 45	BETID ◆ 218	WAxAB ○ 100	RIVEV * 226	MEGUD ○ 100	NABOK ○ 211
DALIX ◆ 225	OLEX ◆ 400	TASAT ◆ 253	CAZUV * 66	GOVAX ◆ 300	DITUG ◆ 50	OKAP ◆ 226	TOXAZ ◆ 268	CIXAN ◆ 300	GOTEG ◆ 100
ERAK * 322	KOVEP ◆ 75	USUG * 218	PEBOB ◆ 233	JADEG ◆ 50	ENAK ○ 299	KEPAR ◆ 234	UGON ◆ 50	POROV ◆ 234	JINIS * 304
FADIS * 329	LOKIK ◆ 33	YUSES * 248	XAPUS ○ 150	IXIP * 327	FAGIL ◆ 62	LIZAG * 390	YODAZ ◆ 227	XUGOD * 358	IBED ◆ 200
VASUX * 319	QUXIN ○ 16	HIPEB ◆ 214	ASOR ○ 137	SIDAL ◆ 244	VIZET ◆ 283	QAVUV * 250	HAKUB ○ 58	APEL ◆ 239	SABAG ◆ 171
BUREP ◆ 209	WAGAP ◆ 600	ROLEK ◆ 213	MINEP ○ 100	NUVEX ◆ 256	BAZIX ○ 218	WUPIV ◆ 200	RORUL ◆ 116	MEDEN ◆ 268	NUZET * 224
DUSUP * 306	OPOD * 0	TUBOX * 309	CIGER ○ 133	GAZOR * 306	DABAG ◆ 70	OTAN ◆ 45	TUXUX ○ 432	CESER ◆ 216	GIRIX ◆ 225
ELAR ○ 222	KERUP ◆ 200	ULEB ◆ 267	PIRAD ◆ 56	JAXEL ◆ 206	EDIB ◆ 239	KOLOL ○ 127	UKOP ○ 245	PULUD * 300	JUVAK ◆ 250

The Galactic Map

Orders in Block Caps please

Name:

Code No: Telephone No:

AT	1st Movement phase		2nd Movement phase	
	ACTION	STAR	ACTION	STAR
FLEET 1				
FLEET 2				
FLEET 3				
FLEET 4				
FLEET 5				
FLEET 6				
FLEET 7				

I wish to move the Empire's Imperial Ship from to

Please notify us separately of any change of address.

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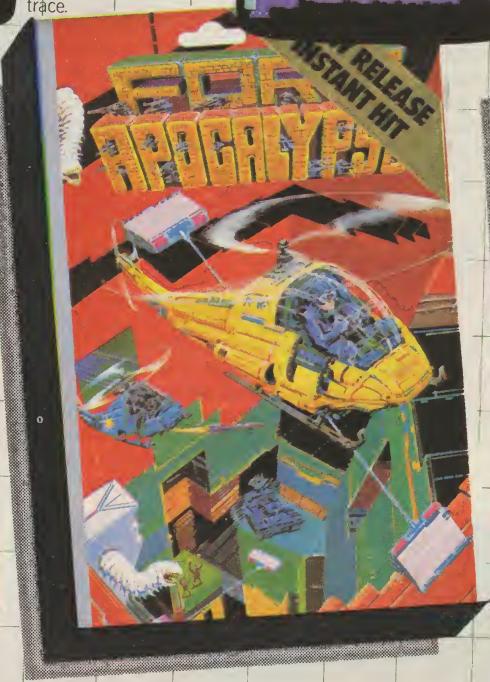
The warlords of KRALTHA have constructed a prison so deadly that all who have attempted to penetrate it have vanished without trace.



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MOUNTAIN KING



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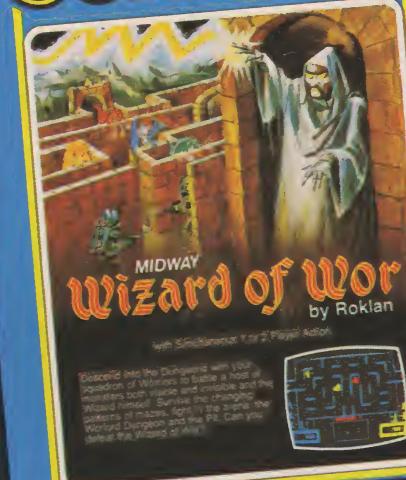
WIZARD OF WOR

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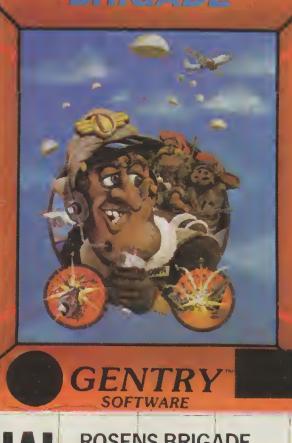
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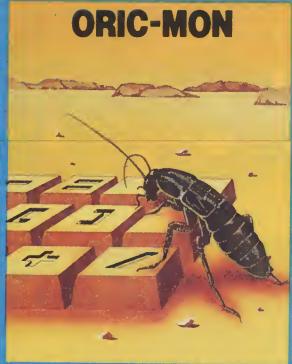
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ORIC-MON



LIGHT CYCLE



CENTIPEDE

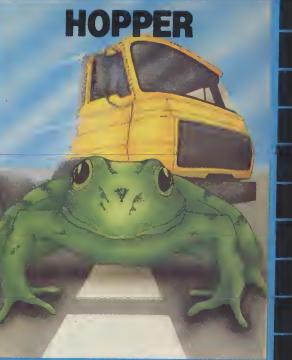


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The MASTER CONTROL PROGRAM has ordered you to race your light cycle on the infamous grid. This is an incredibly fast, adrenalin pumping game that is very addictive. There is an option to race against either another player or the computer – but we warn you its very very good!

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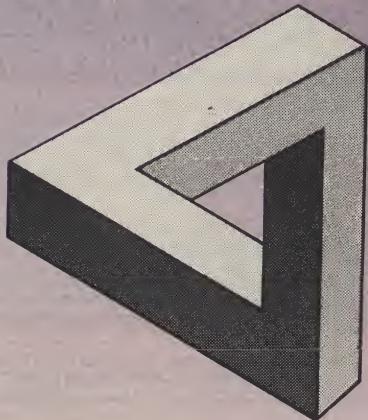
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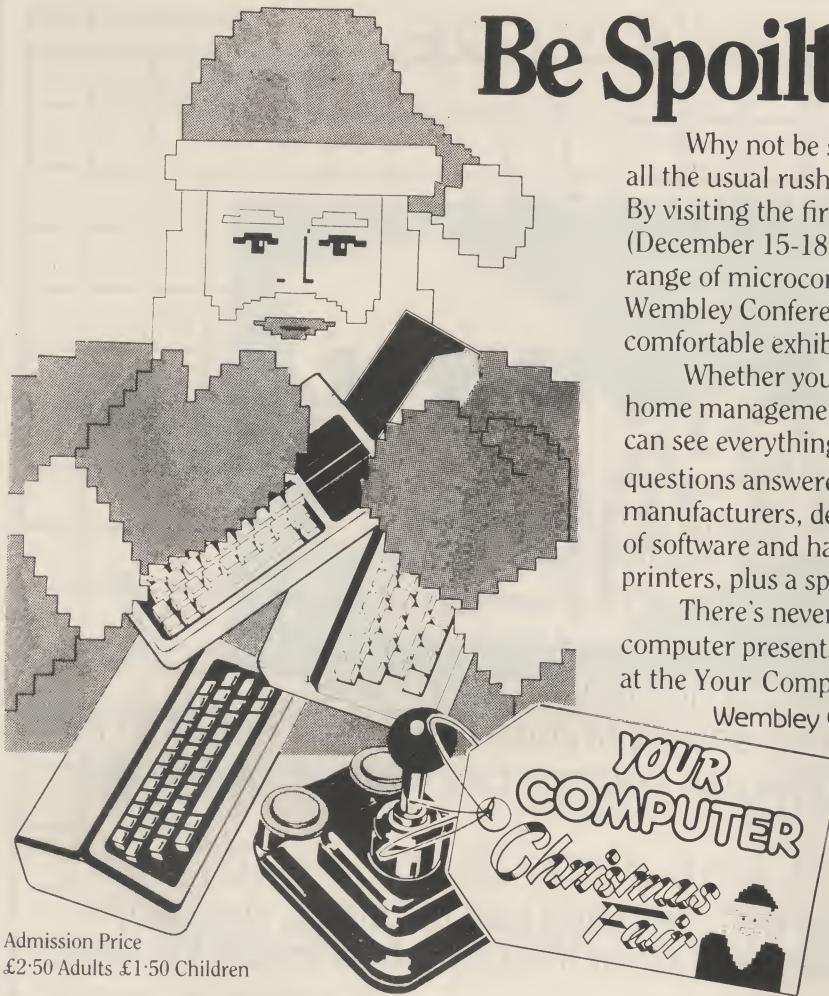
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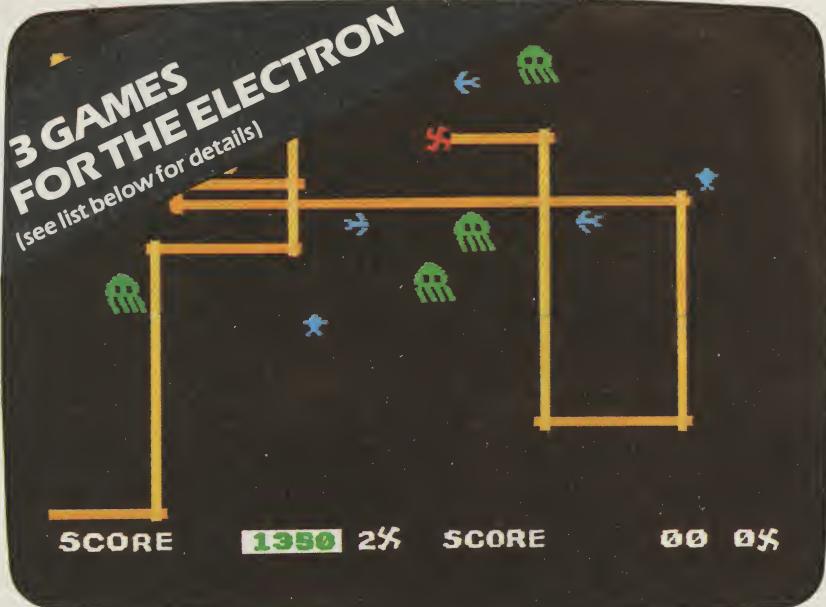
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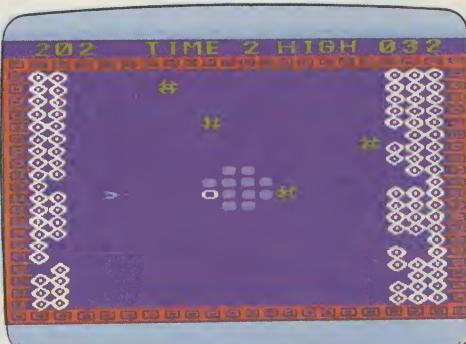
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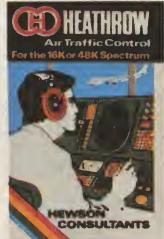
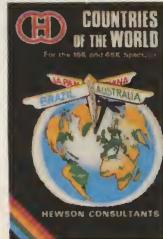
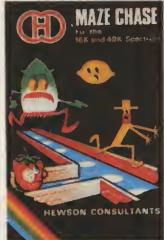
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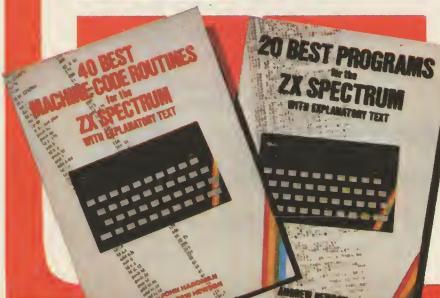
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We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything

you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name:

Machine make: Model:

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:

Author's name: Christian Sur-name:

Address:

..... Tel: Date:

Type of game: (If original please say so)

Loading instructions:

Game instructions: (If not included in the listing)

Office use only

Date received:

Evaluator's comments

Acknowledgement sent:

Good enough to publish

Name of evaluator:

Needs some tidying up

Date sent out:

Not worth publishing

Date due back:

Same game already published on this micro

Needs to be returned to author for alterations: Date sent:

Wouldn't load

Due to be published in issue of magazine.

CORRECTION

In a recent ColecoVision T.V. game advertisement reference was made to the maximum cartridge power of Mattel Intellivision.

Mattel Electronics have informed us that their Intellivision Module has a potential maximum game cartridge power of 64K.

Ideal Toy Co. Ltd., wishes to apologise for the inaccuracy and misleading impression which it may have caused.

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STAND BY FOR ADVENTURE

High Adventure will be coming to the pages of *Computer & Video Games* next issue when we proudly present the *C&VG* Book of Adventure. It will be packed with reviews, features and competitions — a must for experienced Adventurers and those of you thinking about taking a break from space shoot outs. The whole thing is being masterminded by *C&VG*'s Adventure supremo Keith Campbell, and he'll be writing about the history of Adventure, reviewing games, presenting a big helping of your letters, and answering your Adventure problems.

We've also managed to collar the man who has written some of the best Adventures of all time — Scott Adams. He'll be revealing a few secrets and talking about his now famous series of Adventures.

There will be features on writing Adventures, mapping to solve them and the play-by-mail games that keep the Post Office busy!

The Book of Adventure will also include a look at the recent video-game Adventure boom — plus much more. Can you afford to miss it? Demand is bound to be high for this issue of *C&VG* — so place your order now!

Meanwhile — within the pages of *Computer & Video Games* — the magazine, something is stirring. All the regular features will be there — plus the second in our new Program Extra series. In conjunction with our Book of Adventure we'll be starting off a special Adventure listing series for the Sharp MZ80k by Frank Rodney.

On the games front we've uncovered an original and very addictive game for the Spectrum called Demolition. Our reviewers say it's the best game they've seen for a long time with great graphics and an even better playability rating!

For Atari owners we'll be pre-

senting a little number called Crash Landing — watch out for the flying wreckage! And, yes, Vic-20 owners, Turnip Turmoil will actually appear in our January issue. We just couldn't get them dug up in time for this issue!

Meanwhile, Texas owners will be watching the skies for Paratroopers, our offering for the TI, and those of you with a Sharp could suddenly become bird-watchers if you like our listing for your machine, called Eagle. These creatures definitely don't have bird-brains!

Moving on to the Dragon there will be a nifty little listing for this particular micro called Road Runner. Beep! beep! We also hope to add the ZX81, Atom — and, of course, the BBC B to our list for next issue. Phew!

Moving on to competitions — yes, we'll find room for them too — we hope to be able to put up those three Coleco ADAM family computer systems on offer. Unfortunately they just couldn't make it across the Atlantic in time for this issue.

Plus whatever we dream up in time to go into the issue — so don't forget to rush out to your newsagents on December 16th and grab a copy of *C&VG* with free Book of Adventure. You know it makes sense!

OUR SCRABBLE WINNERS . . .

There was a tremendous response to the Scrabble competition announced in *C&VG*'s October issue and we have now chosen the six finalists who scored the highest number of points. They will all go forward to a grand final, the venue to be announced later, where they will battle it out over the Scrabble board. The winner will receive a 48k Spectrum and scrabble tape from Psion as first prize with the five runners up receiving a De-

Luxe Scrabble Set from Spears.

The six finalists were: Andrew Scott, Peterborough with 341 points; P. Lewis, Sheffield with 341 points; Miss R. Chapman, Sheffield with 341 points; I. MacNiell, Fort William with 341 points; Peter Foord, Avon with 339 points and Mrs Margo McDonaugh, Ireland with 338 points.

Our scrabbling expert commented that some people got higher scores but were eliminated as they didn't play according to the rules. They used the letters of one hand to make several different words in the same go.

MICRONET CONTEST

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By the flick of a switch you could unleash the power of Genon in your own living room! But by thoughtful strategic play you could overcome Genon.

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After being transported to the Corridors of Genon you'll need your wits about you to master the door codes and venture through the corridors to locate the computer. While this is going on the computer will know your exact whereabouts and try to force you into a mistake by closing doors around you.

The computer also controls Bogul - the guardian of the corridors who can reduce your thought power (ESP) every time it finds and bogulises you, so you'd better listen out for its approaching footsteps!

Should you locate the computer and should your ESP be sufficient you'll have to pull on all your energy to try and master the 3 digit self destruct code.

With this done, now is the time to escape from the corridors. No door codes to worry about this time. But its no easy task as Bogul will have cloned - how many times though? Well that depends on how long you took to crack the self destruct code. There could be as many as

eight! And you'd better be careful as only one Bogulisation and you've had it!

Full colour graphics, sound effects and, of course, 3D machine code action as you would expect from Malcolm Evans 'the 3D expert'* to push your 48K Spectrum to its limits. 'Corridors of Genon' is supplied with a keyboard overlay and is also compatible with the Kempston joystick.

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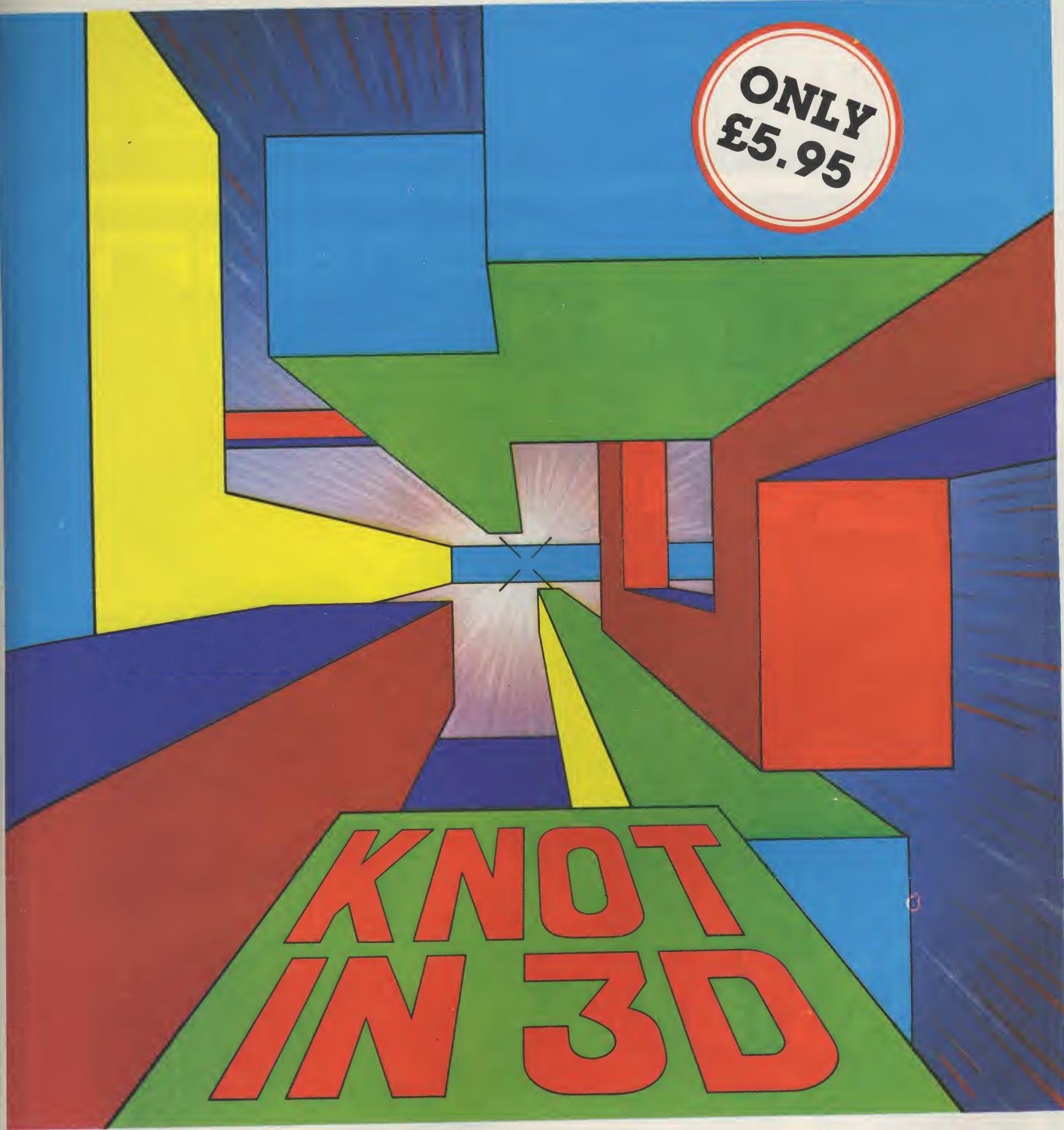
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and score points but to try and work out a playing strategy - you won't find this easy!

Naturally you'll be terminated when you out manoeuvre yourself and get caught in 'the knot'!

Don't just take our word for it -

'A highly original, professional and exciting game and one that I could play all night - very highly recommended' - ZX Computing.

'Knot in 3D must be one of the most beautiful, graphically, games to be seen on the Spectrum' - Popular Computing Weekly.

'Even 3D maze games can get repetitive but Knot in 3D contrives to be an interesting and innovative game by standing the 3D maze concept on its head'.

- Personal Computer News.

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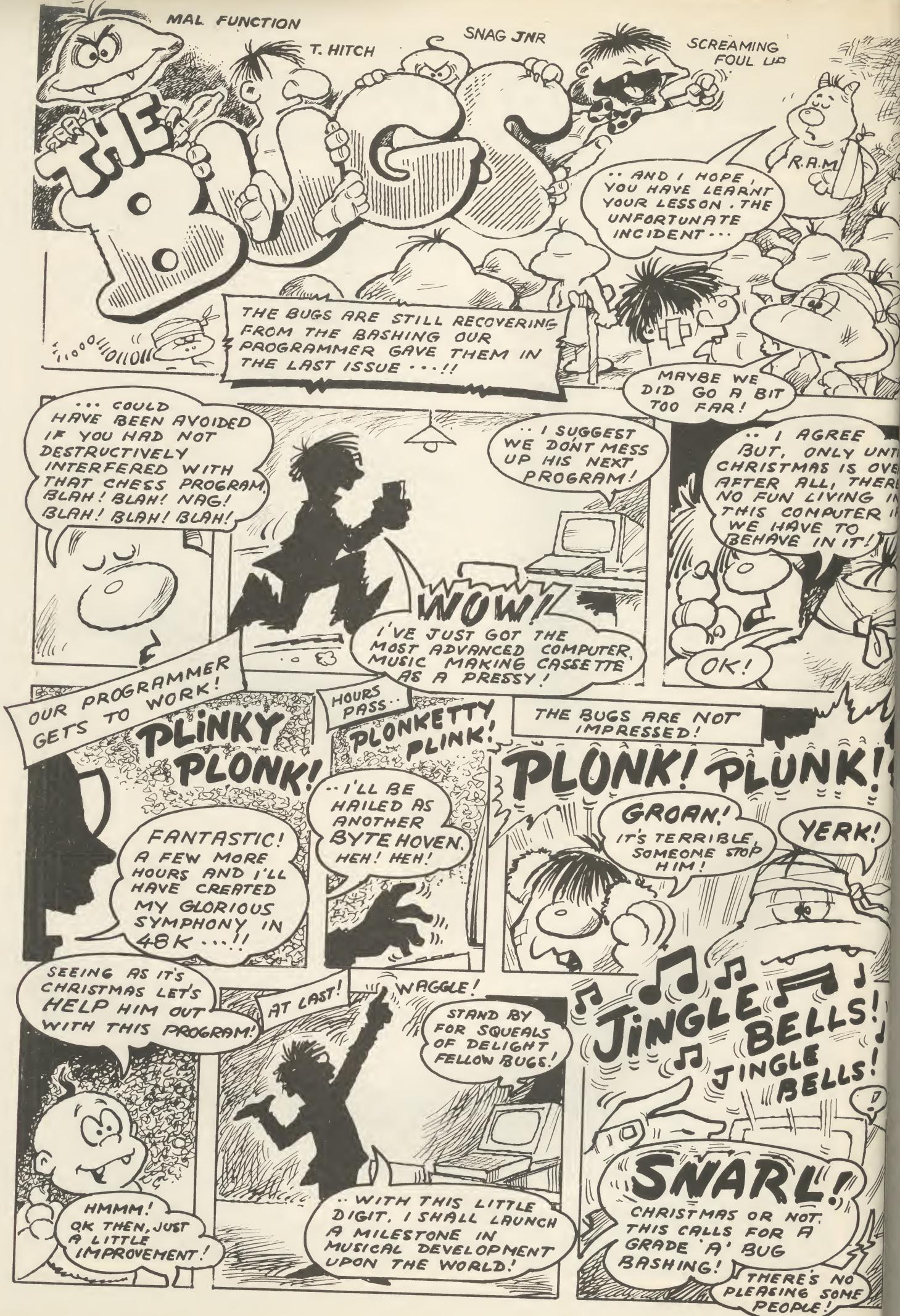
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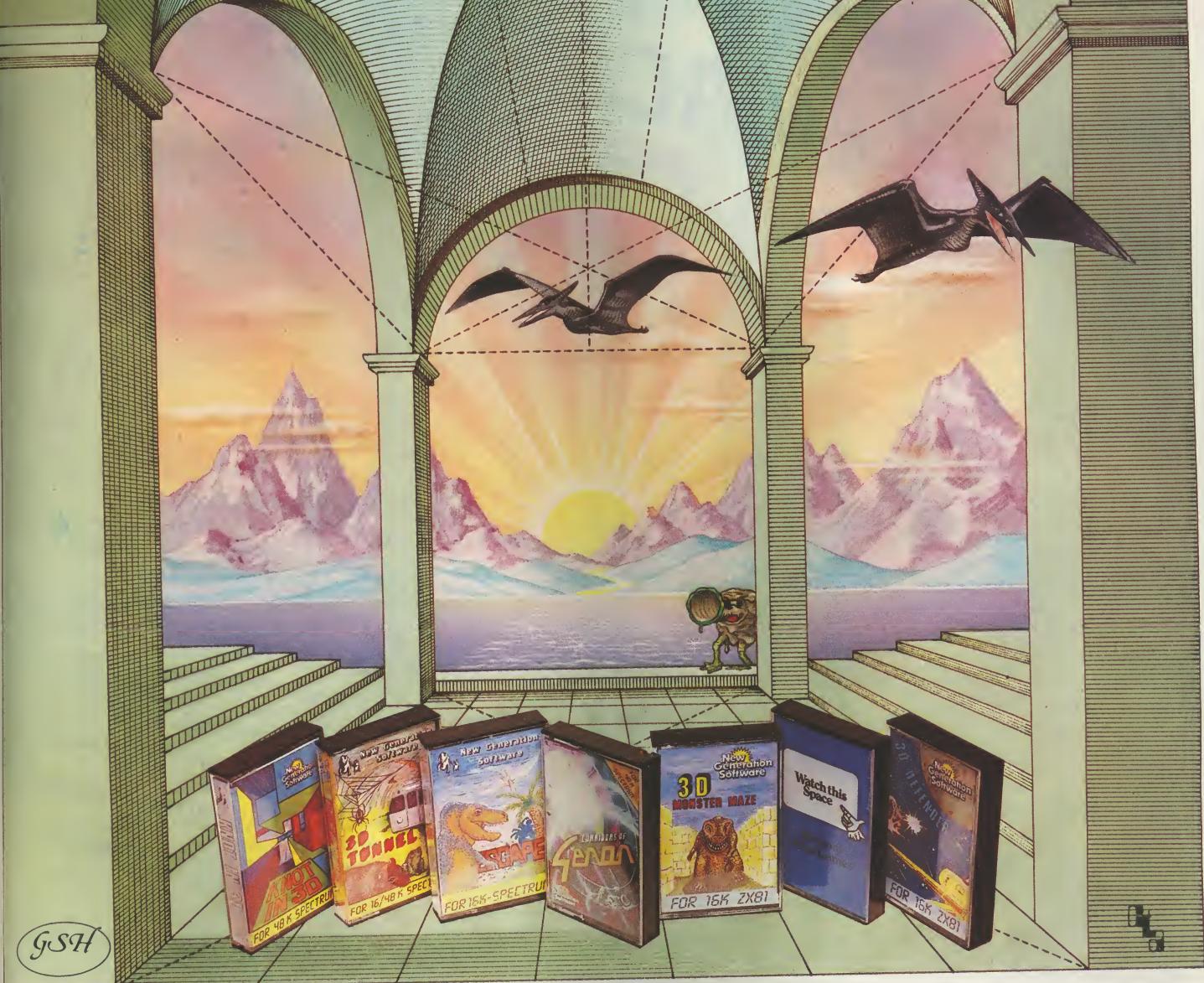
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